

June 1985

Vol. I No. 11

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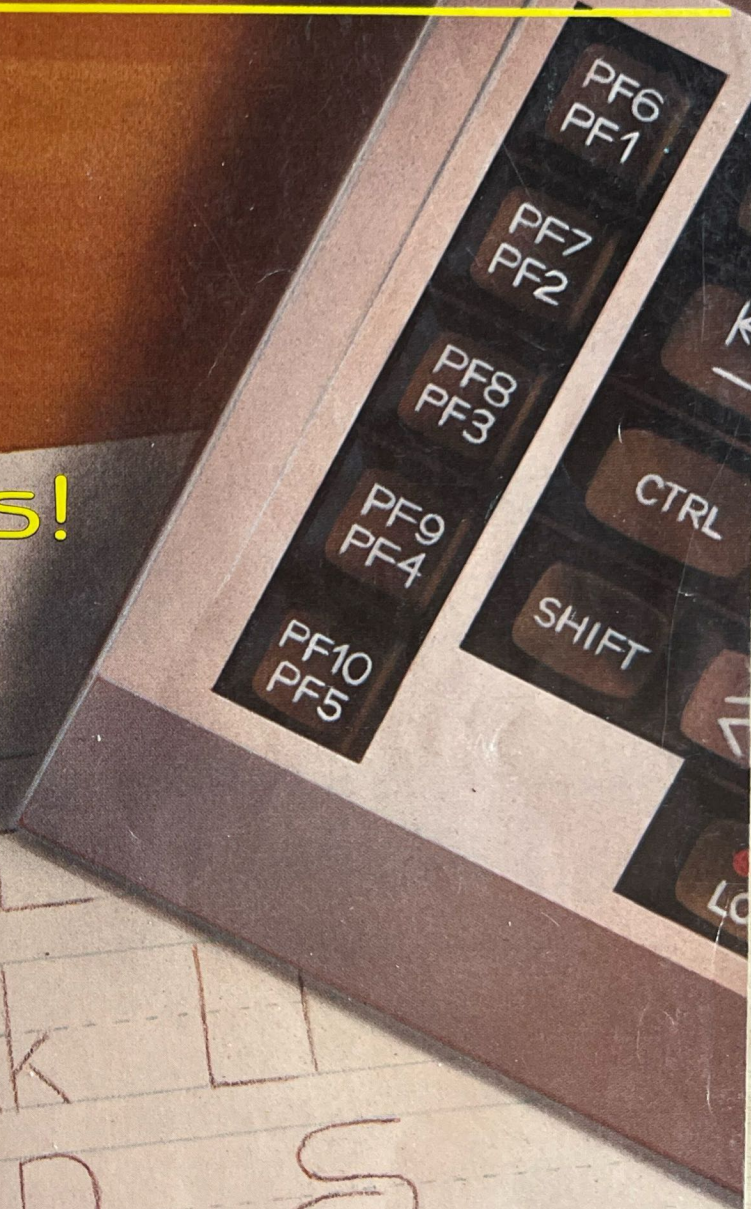
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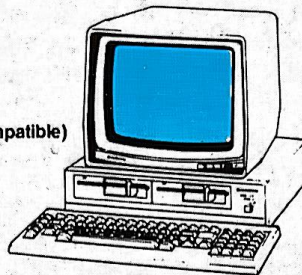
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- The small disk symbols appearing beside features and regular columns indicate that the program listings with those articles are on this month's **SOFT SECTOR ON DISK**, ready to LOAD and RUN. For full details, see the **SOFT SECTOR ON DISK** ad on Page 81.

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LETTERS TO THE EDITOR

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WAVING THE FLAG

Editor:

In my last letter to you I mentioned that I found J. Weaver's outstanding *WizStar* program only toggled *WordStar* between normal and inverse video. However, when I ran it on a friend's version, it set the colors as it was intended to. At that time I suspected the problem was caused by different versions of *WordStar*.

What I have found is this: *WizStar* will only change *WordStar* colors after *WSCOLOR.BAS* has been run on *WS.COM*. Then, *WizStar* will have to reinstall the patches, even if it has installed the patches before.

In spite of this little idiosyncrasy, I think *WizStar* is great! Thank you, J. Weaver! Keep up the good work.

Orrin B. Iseminger
Colton, WA

Editor's Note: It was an oversight that this fact was not mentioned in the article. WSCOLOR.BAS must be run on WS.COM first to set a flag for color and, since the copies of WordStar we used for testing the program already had color installed, this went undetected.

BASIC SCRUTINY

Editor:

In the April issue, you ran an article by Fred Blechman entitled "Using READ/DATA Statements" ("BASIC Training," Page 20). I was surprised by the statement that Sanyo BASIC does not allow you to RESTORE to a particular line number. Both of the versions of Sanyo BASIC that I have allow this use of the RESTORE statement.

S.F. Helmase
Massena, NY

Editor's Note: You're absolutely right. The proper syntax is RESTORE <line number>. If the line number is omitted, then the DATA statement having the smallest line number is processed.

SHREWS ARE TOUGH TO TAME

Editor:

A couple of items in the April issue caught my eye. First of all, I'd like to know more about the patch to *IO.SYS* mentioned in the letter by Kurt Wolfe (Page 19). I tried several times to do exactly as the letter states, but all I get is "File not found" errors. Is there something Mr. Wolfe neglected to tell us about getting at hidden files?

My second question concerns the very brief tidbit in the article on changing the configuration of the TEAC 55 drives to bring the front panel LED on for functions other than just the last drive accessed (Page 89). Can you supply any further information on the jumpers mentioned by Mr. Kelty? I've got two 55F drives and don't really need to change anything, but the possibility intrigues me.

Dave Larson
Rochester, NY

However, this is apparently not the only problem. We attempted to install the patch in the DOS 1.25 system files by revealing them with the *SHOW.COM* program featured in the May issue on Page 47. The version of *IO.SYS* was the same in our test — Version 1.00 — but we were, nevertheless, unable to get the patch to work properly under MS-DOS 1.25.

Perhaps the letter from John Kelty, also below, will be of more assistance on your other question.

Editor:

Regarding my letter in the April issue entitled "Taming Of The Shrew," it did not mention that *COMMAND.COM* must be copied to the new disk for the patch to work. Also, somehow the code was scrambled. Please print the following as the corrected code that should be entered:

B9 20 00 B0 35 34 08 E6 3A 8B C4
FE CC 75 FC E2 F4 C3

I apologize for any problems this has caused anyone.

Kurt R. Wolfe
Indianapolis, IN

Editor:

As per your request, I looked at one of my drives (TEAC FD-55 series) and the jumper configuration is as follows:

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The key to having the drive indicator turn on like the Radio Shack Color Computer and the IBM PC is the UR selection. This causes the indicator to come on when the

Continued on page 68



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SOFT SOAPBOX

Last month, if you recall, we left off while looking at a few of the results of our reader survey. While obviously interesting to those of us who put SOFT SECTOR together, I think many of the survey results should be of interest to everyone who uses a Sanyo computer. It lets us know what systems other users have, what their interests are, and what they want to see in a computer-specific magazine. For that reason, we will continue sketching our portrait of the typical SOFT SECTOR reader.

The vast majority of the survey respondents fall into the range of 26 to 45 years of age; there were only about 11 percent below the age of 25. Their occupations tend toward the engineer/technical and professional categories, and their household incomes generally run between \$31,000 and \$50,000 (it was somewhat heartening to see that none of the respondents were unemployed). The Sanyo is the first computer system for 44 percent of those responding, while 15 percent have another system at home and an additional 19 percent use a different system at work.

Business applications were clearly the programs that the greatest number of readers are interested in purchasing, with utility programs close behind and home applications pulling a close third. Games, terminal software and music programs are indicated as being in considerably less demand. The Video RAM Board was at the top of most hardware wish lists, followed by memory upgrades and acquiring a color monitor, which is not surprising when you recall last month's observation that 78 percent are using monochrome.

Frankly, the readers could not have been more kind to those of us who work on SOFT SECTOR, including the writers, the program authors and the reviewers. A whopping 97 percent of the respondents rated the magazine good to excellent, with by far the largest share on the most generous side. The product reviews fared well, with 56 percent claiming they were just right and 94 percent expressing their confidence in the reviewers' qualifications. Additionally — and this is a particularly pleasing fact for us — approaching 90 percent of those surveyed read each and every regular feature, each and every issue.

As for the advertising effectiveness of the magazine, 77 percent of the respondents stated that they have made purchases after seeing products advertised, 56 percent claim to be hesitant to purchase from a new advertiser, and 87 percent said they wait for an advertisement to appear two or more times before purchasing. Further, 80 percent of the readers stated that they usually or always wait to see a product reviewed in the magazine before making a purchase.

And now, with our survey analysis behind us, I would like to echo this issue's educational theme and leave you with a tip. SOFT SECTOR itself is the best educational purchase you will ever make regarding your Sanyo computer, and with our first anniversary approaching, many of you will want to get a jump on renewing your subscriptions. Well, would you believe there's a way to do it that's nearly effortless, as fast as light, and you don't even have to cut up your magazine?

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— Kevin Nickols

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Have you been asking, 'Just what is the Video RAM Board and why do I need one?' Let's cut the power on our machines awhile and study the two different systems.

The 550 Series Video Primer

Sanyo's recent introduction of the new MBC-550VB video option (for the 550 series computers) has been received with much enthusiasm by the user community. As intended, the new board solves many of the "compatibility" problems, in a sort of brute-

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By Richard Kruse

force fashion: it adds a second complete set of video generation hardware to the Sanyo computer, including a new 16K screen RAM area.

IBM compatibility is, indeed, greatly enhanced. Many previously inoperable programs now run flawlessly on the new system, and many more will operate with only minor patches (which Sanyo users are quickly developing).

Unfortunately, technically inquisitive Video RAM Board purchasers are greeted with Sanyo's now-infamous lack of documentation; there's an 11-page booklet containing (good) installation instructions, a few paragraphs on operational differences, and nothing else! (Oh, yes; a few pages are also provided covering GW-BASIC, but that's another article altogether.)

Those of us who have studied IBM's color video system have found that nearly all of the "old" knowledge transfers directly to the Sanyo implementation. In this article, I'll present some of the gory details for the edification and enlightenment of Sanyo owners who appreciate such information.

Now, knowledge of the inner workings of the video system is not, to be perfectly honest, of much importance to you Sanyo users who simply run *WordStar* (and now *1-2-3*). Software handles all of the details; no further understanding is required. Have you wondered, though, why 1) video operations run significantly faster with the new board, and why 2) you have more available memory when using it?

For the remainder of this article, I'm going to abbreviate the names of the two Sanyo video systems: "SVS" will refer to the original "Sanyo Video System," and "IVS" means the new "IBM-compatible Video System."

SVS Summary

The SVS has been adequately documented and discussed elsewhere, but I'll begin by summarizing its salient

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features to form a basis for comparison with the new system.

Perhaps the most important detail to understand about the old SVS is that it is a pixel-oriented system, as opposed to a character-oriented system (more on that later). The SVS always operates in a "graphics" mode, in which software has complete control over each and every one of the 128,000 dots (pixels) on the screen.

Disregarding color for a moment, each screen pixel corresponds directly to one bit in a 16K reserved RAM area (16K equals 131,072 bits — a few bytes are "off the screen" at any given moment). Set the RAM bit to '1' and its pixel lights; reset it to '0' and the pixel switches off.

The greatest benefit of a pixel-oriented video system is its flexibility: there is no distinction between "graphics mode" and "character mode." Characters are simply drawn as specific groups of pixels (usually from patterns stored in ROM), and graphics objects can be freely intermixed at any screen position. Sanyo BASIC's SYMBOL command is direct and powerful evidence of this; it cheerfully "draws" fully-formed characters of any size, at any location, and even in different orientations.

And we can no longer disregard color! In your Sanyo you have not just one, but *three* memory bits assigned to each screen pixel, representing the additive primary colors green, red and blue. Thus it is that, given a color monitor, each pixel can take on any

one of eight distinct colors (two to the third power) including, of course, black.

Some of you are probably doing a little head scratching right now over an apparent memory discrepancy. I've just stated (check it) that your machine allocates 48K of RAM for video use (three blocks, or "planes," of 16K each). But wait! Your Sanyo (and mine, too) clearly specifies only 16K so reserved in its sign-on message. What gives? It's this: Two of the three video planes (red and blue) do not come out of user memory, but are permanently addressed up in high memory, out of the way of all program use. Sanyo's software writers reasoned (correctly) that you really don't need to know about this extra memory, since it is not normally available for any other purpose.

Pixel-oriented video systems, unfortunately, do suffer from a common shortcoming: Ordinary alphanumeric characters have to be "assembled," dot by dot, by system software. This is a laborious process, requiring many, many instructions in the machine's BIOS routines. All of these instructions take time to execute. Multiply this time by three (because it's a color system), and add the effect of Sanyo's rather low clock rate; the inevitable result is *slow video speed*. As the man says, "There ain't no free lunch!"

Making matters even worse for our old SVS is Sanyo's effort at (nominal) IBM compatibility. Did you know that your SVS BIOS maintains, at all times, an internal "map" corresponding to

what an IBM video screen "should" look like? That's 4K of usable memory down the drain, in addition to the 16K you already knew about (and even more processing time)!

So we have a "bottom line," and this is important: A pixel-oriented video system (your SVS) is a whiz at graphics applications, but a definite sluggard at everyday character manipulation. And it is not, as we shall see, the IBM way.

IVS News

The IBM way, and that of the new Sanyo IVS, lies in the opposite widely accepted video camp — character orientation. A computer with character-oriented video needs to write only a single (ASCII, usually) value into its video RAM area, and *sproing*, the desired character pops up on the screen. No more bit-diddling: hardware takes care of that and, of course, hardware is lightning fast.

Elimination of video bit-diddling also means that the complexity of the character-placement software in the BIOS is drastically reduced. So, as long as you're dealing strictly with alphanumeric characters, the whole system runs fast and lean.

Sanyo's new IVS offers these advantages, along with a couple of very beneficial side effects. Since we get a new, separate video RAM area (details

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coming), there's no longer any need to reserve 16K of precious user memory for video use. Furthermore, since the video RAM contents are both writable and readable, the BIOS can dispense with its internal screen image. The result? Over 20K of additional program memory made available to you, the user!

I can almost hear the mumbling out there — that bit about "free lunches." Yes indeed, there's a catch. A couple of them, in fact.

You see, with both hardware and software "tuned" to character manipulation, graphics imaging is no longer simple and direct. No more automatic and independent access to each individual screen pixel!

The IBM solution (and that of Sanyo's IVS) is a compromise: It is to provide, via special complex hardware, several different video "modes." There are four "character" modes, which you can think of as the "native" modes for the new system. Then, in addition, there are three separate and distinct "graphics" modes, each with its own unique characteristics.

The expensive special hardware on the IVS board, fortunately, makes graphics operations nearly "transparent" to the user. And yes, you can still intermix graphics and text. Nonetheless, there is the extra hassle of having to switch modes.

In the IBM (and Sanyo) IVS implementation, there is an additional, and more serious, limitation. The IVS board contains a 16K block of RAM permanently allocated to video use. Period. We've already seen that, in Hi-Res (640-by-200) graphics terms, that's only enough memory for one video plane, assuming allocation of one bit per pixel. So? So IBM Hi-Res graphics mode allows only two states for each pixel: on or off. No color; monochrome only! You say you've seen some nifty color displays on an IBM PC? Look closely ... they're done with 320-by-200 resolution, just half of your Sanyo's SVS full-color capability.

And thus we have a second bottom line: A character-oriented video system (i.e., the IVS) handles normal alpha-numerics with aplomb, but takes a back seat in graphics-intensive use.

The IVS Solution

Great. One system compromises character-heavy performance, and

the other provides less-than-spectacular graphics. What's a computer designer to do?

The answer, as solved by the folks at Sanyo, now seems obvious: Provide both systems! We may never learn whether or not it was originally planned this way, but a neat trick nonetheless. Want to get the best performance out of your word processor? Use the IVS. Kids clamoring to get at those great Hi-Res color games? No problem, just switch back to the old SVS. And either system can, in a pinch, run many of the other's programs! IBMers, eat your hearts out!

IVS Hardware Register Use

Non-techies may be excused at this point. What follows is strictly optional and for extra credit. Even so, it is only a brief summary of IVS details; those seeking more data should consult any of several reference works, some of which are listed at the end of the article.

At the heart of the IVS board is a 6845-type CRTC (CRT-Controller) device. This complex IC is the same as the one controlling the old SVS on the main PC board. It's used a little differently, but the principles are the same. The 6845 is addressed from the CPU via I/O port addresses 3D4H (register select) and 3D5H (data). This is the same device found on the IBM PC's color adapter board, and the port addresses are likewise identical (no coincidence, of course). The CRTC supervises the entire video-generation process. It accesses and refreshes the screen RAM and character-set EPROM, establishes scan timing and even maintains the cursor.

The IVS's screen RAM area (IBM uses the term "regen buffer") is, as already noted, 16K in size and starts at CPU address B8000H; all 16K are directly addressable. That jibes with IBM and, as with Big Blue, the 8088 CPU has priority access to the video RAM at all times. If access occurs during the active video portion of a scan line, you will see a short white streak in the display. Since scrolling is now accomplished through software, the first byte of the video RAM area will always appear at the upper-left screen position (assuming page zero is current).

Besides the two CRTC registers, several additional I/O addresses are

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decoded by the IVS board. They include:

- 1) "Mode-select" register 3D8H, six active bits, write only. Determines basic system operating mode. (Refer to Figure 1.)
- 2) "Color-select" register 3D9H, six active bits, write only. Determines border color in alpha modes, background color in Medium-Res graphics mode, and color palette for Medium-Res graphics mode. (Refer to Figure 2.)
- 3) "Status/Command" register 3DAH, four active bits, read/write. Contains video signal status information. (Refer to Figure 3.)

Actual operation of the CRTC, and use of the video RAM area, depends upon which of seven video "modes" happens to be in effect. I'll address the modes in two groups: First, the four "character" modes (BIOS modes 0 to 3), then the three "graphics" modes (BIOS modes 4 to 6).

Take a deep breath . . .

IVS Use: Character Modes

In the IVS character modes (BIOS Modes 0 to 3), each character on the screen is represented by two adjacent bytes of video RAM. The first byte, always at an even memory location, contains the character code (ASCII/block-graphics per the chart in the old Sanyo manual). The second byte of each pair, always at an odd memory location, determines the "attributes" to be applied to said character (attribute details coming up).

A little arithmetic will show that, at two bytes per character, there is enough video RAM for either four or eight screens full of characters, in 80-by-25 or 40-by-25 modes respectively. By using BIOS INT10H functions, or by manipulating the CRTC registers directly (or using the SCREEN command in GW-BASIC, you can flip among these pages. Useful and interesting effects can be achieved this way, including fairly smooth animation.

BIOS Modes 0 and 1 are 40-by-25 alpha modes, in monochrome and color respectively. Modes 2 and 3 are 80-by-25 alpha, in monochrome and color. The main distinction between "monochrome" and "color" is found at the composite-video signal output; in color modes, this signal contains a color burst and color modulation, while in monochrome mode it does not. At the RGB

output this distinction is meaningless; color information is always present.

IVS Character Attributes

Each character-mode attribute byte is decoded individually as per Figure 4. Essentially, bits zero to two select the "foreground" color (of the character), while bits four to six select the "background" color (surrounding the character, but within its eight-by-eight cell). Bit three, when set, will intensify the foreground color on monitors able to do so. Bit seven, when set, normally causes the character to blink, but may alternately act as an intensity bit for the background color. Thus, per the IBM specs, you can select one of 16 different character colors, on one of eight (normally) background colors, with or without blinking, for each character position on the screen.

IVS Use: Graphics Modes

The three remaining IVS modes (BIOS modes 4 to 6) cause the system to switch from character output to bit-mapped graphics output (IBM calls it "APA," or All Points Addressable). In these modes, the CRTC's "raster-address" lines are rerouted from the EPROM character-generator device to the refresh RAM. Thus, bytes written to the RAM no longer represent characters, but simply groups of pixels on the screen. Sound familiar? It should; these modes are, in fact, very similar to the normal operating mode of the standard SVS on the Sanyo's main board.

Of the three graphics modes, BIOS mode 4 is very seldom used. It's a Low-Res mode, with 160 pixels horizontally by 200 pixels vertically. IBM's ROMs don't support mode 4, and neither does the Sanyo VB BIOS.

BIOS Mode 5, on the other hand, is used extensively. Mode 5 generates medium-resolution graphics, with 320 pixels horizontally and 200 pixels vertically. Each of these pixels is represented by two adjacent bits in the video RAM area; thus a single scan line corresponds to 80 bytes, and the entire screen takes 16,000 bytes. Since two bits represent each Mode 5 pixel, four colors are allowed. One of the four can be any of 16, as set by bits zero to three of the color-select register; the remaining three must be selected from one of two pre-defined "palettes," which are in

turn selected by bit five of the color-select register. I realize that this makes absolutely no sense upon first reading, but I urge you to experiment!

BIOS Mode 6 is IBM's highest resolution graphics mode, yielding 640 pixels horizontally and 200 pixels vertically. At one bit per pixel, this requires the entire 16K of video RAM. No color combinations can be generated, since each pixel can only be on or off. Mode 6 resolution is the same as that generated by the old SVS, but the old system can assign any of eight colors to any pixel.

Summary

There you have it: a brief tour into the inner sanctum of IBM-compatible video, Sanyo style. The new system, as you've seen, is at the same time complex and somewhat limited when compared to the three-plane, bit-mapped original Sanyo video system.

Which is better? Probably neither if your software will run on either system. If you want to run a program that *won't* work under the original system, try to get a demo on an IVS-equipped machine; there may be other, non-video compatibility problems. If the target program *does* run, there's really no choice: The Sanyo IVS is just what you need.

Suggested Reading

Motorola Microprocessors Data Manual, Motorola Semiconductor Products, Inc. (current revision). Complete data on 6845 CRTC. CRTC specs also available as a separate data sheet.

IBM-PC Technical Reference Manual, IBM Corp., (current revision). Full details on video hardware/software.

"POKEing Around in the IBM PC," by Hugh R. Howson, *BYTE Magazine*, November/December 1983. BIOS interrupt list, screen manipulation routines.

"Graphics on IBM's Personal Computer," by Ray Duncan, *Dr. Dobbs's Journal*, #69, July 1982. Graphics manipulation routines.

Assembler for the IBM PC and PC-XT, by Peter Abel, Reston Publication Co., 1984, ISBN 0-8359-0153-X. Two chapters on screen processing.

8088 Assembler Language Programming: The IBM PC, by David C. Willen and Jeffrey I. Krantz, Howard W. Sams & Co. Inc., 1983, ISBN 0-672-22024-5. Chapter on screen adapters.

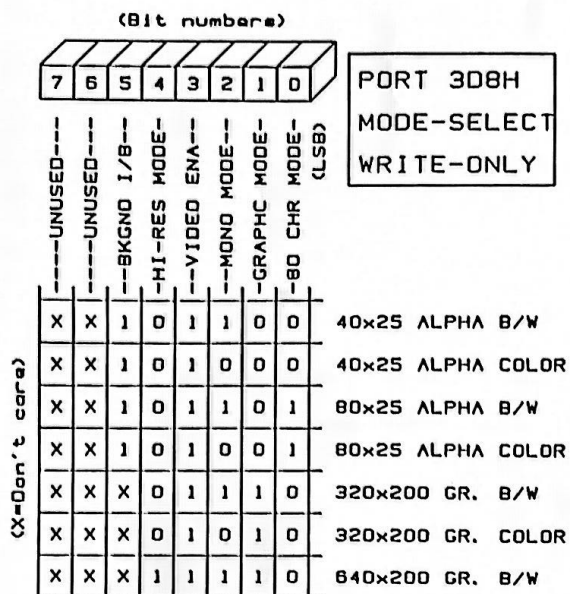


FIG. 1: MODE-SELECT PORT
(Sanyo VIDEO-RAM Board)

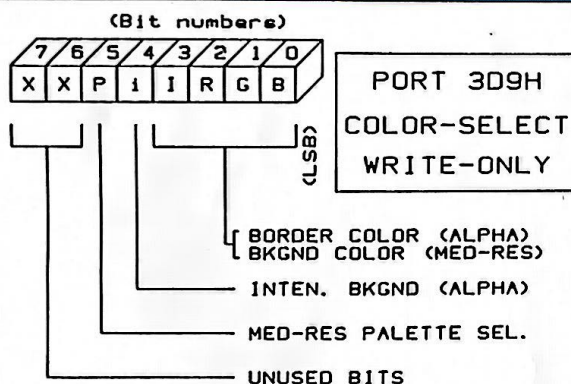


FIG. 2: COLOR-SELECT PORT
(Sanyo VIDEO-RAM Board)

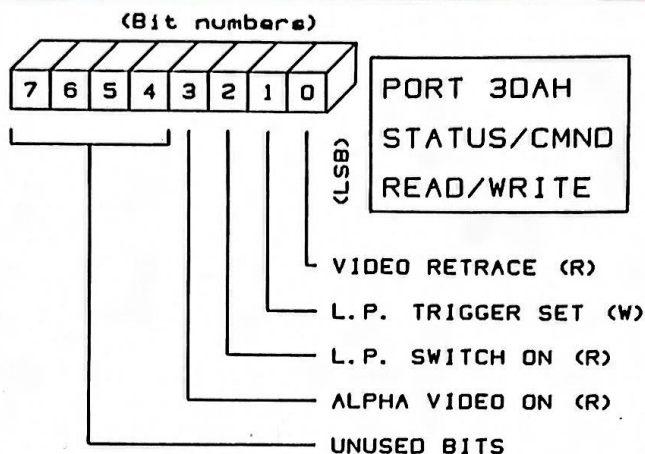


FIG. 3: STATUS/COMMAND PORT
(Sanyo VIDEO-RAM Board)

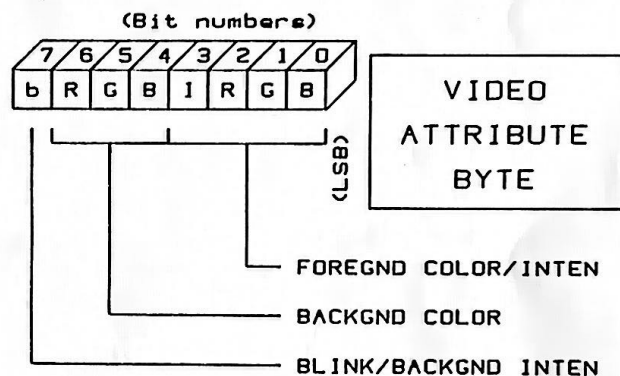


FIG. 4: ATTRIBUTE BYTE DETAIL
(Sanyo VIDEO-RAM Board)

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After you got your new Video RAM Board, it didn't take long to get fed up with switching the monitor cables, did it? Well, this project will let you sit back in your chair and stay there.

Making The Switch To The Video Board

By John Orlando III

(John Orlando III is the director of engineering at Pocono Hospital in East Stroudsburg, Pa., as well as the owner of Effective Technologies, a consulting clinical engineering firm. He uses Sanyo computers at work, at home and in his business. John may be contacted at 1111 Mica Circle, Bethlehem, PA 18017; 215-691-2794.)

By now users of the Sanyo MBC-550 series computers equipped with Video RAM Boards have found that constantly moving their monitor cables is quite a pain. With the standard configurations, you cannot get away from it. There is a way, however, to put a switch between the computer and monitor to allow an effortless switch between the video board system and the standard one. This article will show you how to do it.

Monochrome Monitors

For those of us who "only" have a monochrome composite monitor, our problems are solved with a trip to any well-stocked department store with a good VCR, TV and antenna department or a Radio Shack store. For about \$15 total, you can pick up a 75 ohm external VCR/TV or A/B antenna selector switch to do your dirty work with the flick of a switch. With this you will also need three adapters, specifically "female RCA-type jack to male 'F' connector," to allow you to use your present RCA-type video cables with your new switch. The last item necessary will be one or two additional video cables (RCA-type), for a grand total of three cables necessary for you to complete your switch installation.

Now it is time to go home and install your new switch. First attach your three adapters to the three female 'F' connectors on your antenna switch. Plug one end of a video cable into your monitor and the other into the "common" connector of your switch. The common connector is usually labeled "Output" or "TV." Now connect the other video cables between the two video outputs on your computer and the two antenna inputs of your new switch (usually labeled 'A' and 'B' or TV Antenna and Cable TV).

Boot up your computer with either the standard operating system or the video board system and check your screen for the result. When viewing the wrong output (i.e., the wrong switch position), your screen will be full of garbage; the correct position should show the normal sign-on messages. It is a good time now to label your switch with the proper mode setting before rebooting the computer with your other operating system to check the proper operation of that switch position.

Now you no longer have to get up from your chair and reach around the hot and dusty back of your monitor or computer. Just insert a disk, flip the switch and reset!

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- 1 #15-1539 VCR Video/Audio Cable(s)
(see text)\$3.99

RGB Monitors

For those of you who are using an RGB video monitor, the cable swap problem is not as easy to solve. First, there is no "standard" RGB connector available — everyone uses something different — nor is there a "standard" RGB signal protocol!

If you happen to own a Zenith ZVM-131, 133, 135 or 136 monitor, or any other monitor that uses a female DB25 input jack (like your Sanyo serial port), you are in luck.

By now you have two separate and different RGB monitor cables that come from the back of your Sanyo MBC-550/555 up to your RGB monitor. In order to switch between the two, we need only add a switch and an additional cable. The cost of this hardware fix is expensive, however — about \$100 over our \$15 fix for monochrome monitors!

The switch we will use is a standard RS-232C selector switch, which is normally used to switch between two serial devices (modem and printer, for example), connected to one serial port (like our Sanyo's). I have selected this switch because it comes assembled, requires no technical experience and possesses the correct connectors.

Installation requires us to connect each of our present RGB cables to the Device 1 and Device 2 female 25-pin jacks on the switch box. Then we must get a "standard" RS-232 straight connector cable (with male DB25 plugs on each end) to connect the switch (common or output jack) to our RGB monitor.

We can now boot our system and check the operation under both modes. If you find that the screen rolls and tears in both modes, we must make one "minor" modification inside the switch itself. You see, RS-232 signals use Pin 1 as ground. Our normal Sanyo RGB output uses Pin 1 as Negative Horizontal Input. Some RS-232

switches ground Pin 1 on all three connectors, and hence do not switch Pin 1. For our use as an RGB video monitor input switch, this method is unacceptable. It shorts our signal to ground, which causes improper operation in both the standard and video board modes.

The fix, however, is quite simple. First open up the RS-232 switch and find all the wires that go to Pin 1 of the three DB25 connectors. It is easy to find since the wire usually loops from one connector to the next, bypassing the actual switch, before it is attached to the frame (ground) of the switch itself. Next locate the wires that lead from Pin 25 of all three connectors to the switch. We must cut the wires off Pin 25 close to the three DB25 connectors. Cut the wires that lead from Pin 1 of the three DB25 connectors as far away from the connector as possible, being sure to sever any connection made between each connector and/or ground. Now splice the wires you removed from Pin 25 of each connector to the wires you cut from Pin 1 of the corresponding connector.

We have essentially moved the switching from Pin 25, where it was not needed, to Pin 1, where it belongs for our purposes. Please note that I have chosen Pin 25 because it is not used in standard RS-232 connections (and it is easy to find on the end of the connector). Hence, we could still use our switch for its originally intended purpose.

Well, that's all there is to the "fix." Button up your selector switch box and retest your system. All should be fine without you ever having to cast a shadow across the back of your monitor again.

Important: Be sure to purchase an RS-232 connector cable and data switch box that carries *all 25 lines*! Some cheap cables and switches only use the "standard" pins (1 through 8 plus 20). We need pins 14 through 16 also for proper operation.

Table 1: DB25 Connector

Pin #	RS-232	Sanyo RGB	SanyoVB RGB
1	Ground	Negative Horizontal	NC
2	Transmit	NC	Positive Horizontal
3	Receive	NC	NC
4	Request to Send	NC	Positive Vertical
5	Clear to Send	Green Input	Green Input
6	Data Set Ready	Blue Input	Blue Input
7	Signal Ground	Red Input	Red Input
8	Data Carrier Detect	NC	NC
14	NC	Negative Vertical	NC
15	NC	NC	IBM Intensity
16	NC	Ground	Ground
20	Data Terminal Ready	NC	NC

Note: NC means "not connected." Pins not listed above are usually not used.

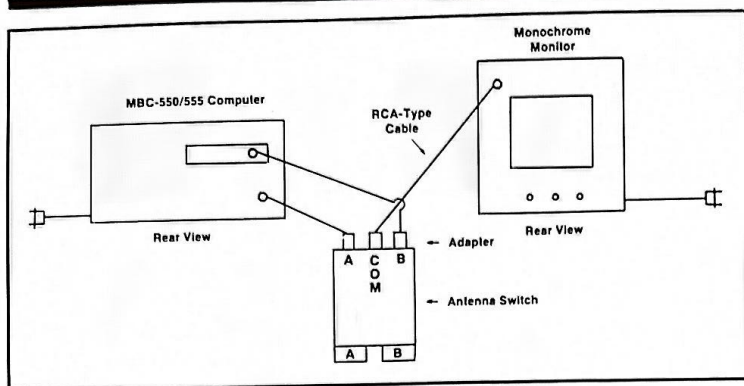


Figure 1: Configuration For Monochrome Monitors

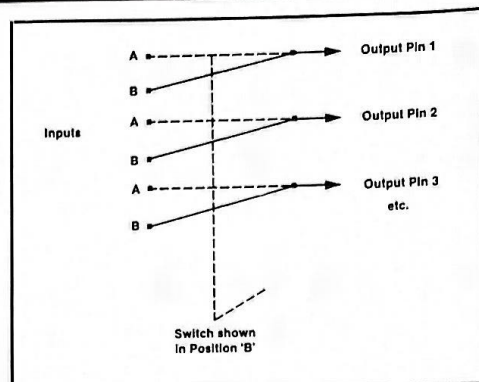


Figure 3: RS-232 Switch

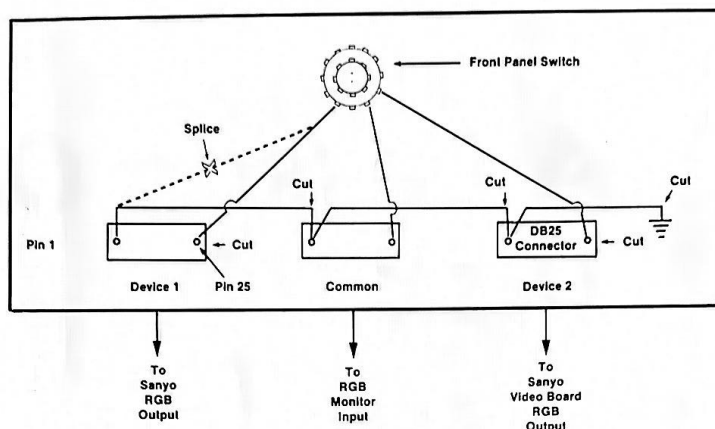


Figure 2: RS-232 Switchbox Modification For RGB Monitors

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Continuing in our training series on BASIC, we look this month at the more common disk operations.

A Lesson On Disk I/O

By Fred Blechman

Soft Sector
Contributing Editor

(Fred Blechman, an acknowledged authority on home computers, has written several articles and books related to microcomputers. He is self-taught in electronics and computer BASIC programming and specializes in writing for beginners. This article is based on material from a book by the author, Sanyo MBC-550/555 Beginner/Intermediate Guide, now available from Blechman Enterprises, 7217 Bernadine Ave., Canoga Park, CA 91307; (818) 346-7024.)

In the very early microcomputer days, programs and data were "saved" on punched tape. A mechanical device literally punched holes in long, thin paper tape using a binary code to represent individual characters. The program was "loaded" by running the tape back through a "tape reader" that sensed the hole patterns and converted this information to character codes for the computer to process.

Very quickly, magnetic tape came onto the scene in the form of audio cassettes. Signals were processed by various techniques to save and load programs and data. However, with the exception of some specialized tape drives not used by most microcomputer owners, these tapes operated "serially" — that is, information was "written" or "read" in sequence. If you wanted a program at the middle of the tape, you would either have to wait until the tape got there, or "fast forward," using a digital rotation counter, to approximately (hopefully) where the program was on the tape.

While usable, cassette recording had definite disadvantages in "transfer rate" (speed of character transmission) and reliability. Errors were common.

"Floppy disks" — thin, magnetically-

coated plastic disks spinning inside a protective jacket — could hold relatively large amounts of data organized in a fashion that allowed fast and accurate access. Their popularity for microcomputers increased, causing the prices for the disk drives and the disks themselves to drop in price — leading to even greater popularity.

Many inexpensive home computers still use tape devices, but they are definitely limiting in many ways. Sanyo wisely chose to include a single 5¼-inch disk drive (the most popular size, and the same size as used on the IBM PC) on the MBC-550, and two such drives on the 555. The "soft sector" (single index hole) disks are "formatted" (magnetically coded) as "single-sided, double-density," each holding about 160K (160 thousand characters) of usable data.

The more recent Sanyo MBC-550-2 and 555-2 come with double-sided disk drives, providing 320K or 360K of storage on each disk, depending on whether they are formatted with eight or nine sectors per track.

Presently available from outside vendors and from Sanyo are "hard disks," a far more sophisticated (and expensive) system for storing and

retrieving larger amounts of data at higher speeds.

This article will describe the process of using floppy disks, called "Disk I/O" (which means Disk Input/Output). All disk-oriented commands will be mentioned, but the emphasis will be on the more common disk operations.

Routine Disk Operations

Earlier in this series we covered the most common disk operations: **SAVEing**, **LOADing**, **KILLing** and **MERGEing** programs, and obtaining an abbreviated disk directory with **FILES**. These are straightforward and relatively trouble free.

The MS-DOS mode is used for many special functions, such as copying files, making backup disks and getting a detailed disk directory. These functions are not directly available in BASIC and are not covered in this article.

Disk Files

One of the most popular advantages of disks is their ability to quickly and easily store and retrieve "files" as well as programs. Files are simply data organized in a fashion that you can "write" on a disk so you can "read" it back later as needed.

Sequential Files

The disk stores this information as either "sequential files" or "random files." Sequential files, as the name implies, are composed of "data sets" arranged so that one group follows another in sequence. In reading a sequential file, the computer starts at the beginning of the named file and reads each data set, starting at the first data set, one after another. If you are looking for a data set halfway through the file, you will have to wait until the computer gets to that point in the file. Although the computer moves quickly through a file, looking for data at the end of a long file can be very time inefficient.

However, sequential files are relatively easy to program and use disk space efficiently, so more data can usually be put on a disk with sequential files than random files.

Random Files

Random files are not random at all. They are very well organized so that each main group of data is held in a "record" which contains various defined "fields." Each record is assigned a sequential number, but the computer can be instructed to access any record number directly, without going through all previous records, thus the misnomer "random." A much more descriptive name would be "direct file" or "numbered file." However, each record is assigned space in advance, whether used or not, so random files can be very inefficient in the use of disk space.

Random files take special commands and planning. They are normally the domain of advanced programmers, so they are not covered here. Just in case you run across them, however, here are the keywords associated with random files, and a brief description:

OPEN "R", #1, "filename" — Opens a random file.

FIELD/AS — Assigns a buffer number in memory and defines field names and lengths.

PUT and GET — Writes-reads a record to or from the named disk file.

LOC — Next record number to be used.

LSET and RSET — Left-justifies or right-justifies the specified field.

MKS\$, MKI\$, MKD\$ — Makes single-precision, integer and double-precision numbers into strings.

CVS\$, CVI\$, CVD\$ — Converts strings to single-precision, integer or double-precision numbers.

Sequential File Programming

Now that we've dispensed with random files, we'll turn our attention exclusively to initializing and using sequential files.

Initializing A File

A disk file must be **OPENed** and **CLOSEd**. A letter must be used to indicate if the sequential file is for output (O) to the disk or input (I) from the disk. (An R is used when a random file is being specified.) This letter is followed by a #1, #2, or #3 to indicate the "buffer number" (temporary storage area).

Unless otherwise assigned when going to BASIC from MS-DOS, three buffer areas are automatically provided, each with a capacity of 432 bytes. Additional buffers can be provided when going from MS-DOS to BASIC by using the command **BASIC /F:X** (where uppercase F is required, and 'X' is the number of buffers, up to 15.) Normally, the three "automatic" buffers are all you'll need.

The filename follows, with up to eight characters (starting with a letter) and an extension of three characters following a dot (.XXX). The listings that follow will show examples of how sequential files are **OPENed**.

Storing DATA

In the last article in this series we had a fairly long program, the *Sanyo Matchmaker*. The **DATA** contained the names, ages, sex and interests of "members." While entering information in **DATA** statements is easy, it does take some understanding of program line numbers and formatting the **DATA** statement, so it is not appropriate for many "users." In other words, to use the popular phrase, this method is not "user friendly."

Most users would prefer to simply answer questions on the screen to input data, instead of having to create program **DATA** statements. Once the information is entered, it is saved in a

disk file by the program. When the information is needed, it is read back from the disk. As far as users are concerned, disk use is automatic — they only answer screen prompts.

However, there are severe penalties to pay in using a sequential disk file if the information needs to be added, changed or alphabetized. That's why I avoid disk files and much prefer loading an array from DATA statements, which stay resident in the program, and then work from the arrays.

This can use a lot of memory, with both array and DATA space consumed within the program. For a long data file, the best combination of efficient memory usage with relative ease of modifying data is to load an array from a disk file, and then work from the arrays.

The disk file may be generated initially from DATA statements or keyboard response to screen prompts. Once the data is in the arrays, it can be modified as necessary and then written back out to the disk.

Advanced disk programming provides means for doing all sorts of useful things in sequential disk files, but these techniques are beyond the intention of this article. If you have a need for more than "plain vanilla" disk files, get one of the many books on the subject of disk files for more elegant applications.

PRINTing Or WRITEing To The Disk

Using either data input from the keyboard or from DATA statements, you can "output" to the disk with either the PRINT# or WRITE# statements. Actually, the PRINT# statement is far more in evidence in disk programming, but the lesser known WRITE# statement (not available on some microcomputers) is easier and safer to use.

Without going into the details, Sanyo BASIC is very fussy about data "types" (numeric and string) and the PRINT# statement requires special care in defining the differences. Also, when using data sets consisting of several items with one PRINT#, Sanyo BASIC will come up with a "Type Mismatch" Error unless each item in the data set is separated from another with a comma enclosed in quotes. The WRITE# statement does this automatically. My advice is to always use WRITE# in place of PRINT#.

A Simple Example

Suppose you had a fairly large inventory of items for sale and you

wanted to assess their price and availability for invoicing and inventory control. You could keep this information in a large array. A disk file could load the array, and then save the contents of the array after changes to an updated disk file.

Listing 1 provides a means of initially generating the disk file. Only 20 items are shown out of, what could be hundreds. Listing 2 then loads this data from the disk into a program array, thus eliminating the space DATA statements would take in user memory.

No attempt is made here to provide a complete inventory program, which would include updating quantities on hand, adding or deleting items, establishing and monitoring reorder levels, printing an invoice, updating the disk file and such. These listings are just to illustrate the generation and use of a disk file. Also, no error trapping is used.

Generating The Original File

Listing 1 generates the original data file, using DATA statements. For a "friendlier" program, you could use screen INPUT statements for each of the items: Stock Number, Description, Inventory On Hand, Cost, and Suggested Retail Price. However, this "friendly" program can turn on you and become a real headache if you make mistakes during screen entry, unless error-trapping and correction routines are provided. The "loader program" shown in Listing 1 is simple to follow and easy to change.

Line 20 OPENS Buffer #1 to accept an output, with DATAFILE1.DAT assigned as the filename. Line 30 READs five DATA elements (conveniently arranged in one DATA line) and assigns them to the variables A, N\$, B, C and D in that order, with Line 40 then PRINTing these values on the screen (in five zones, due to the commas) so you can see what's going on.

Line 50 WRITES the values of these variables to Buffer #1. They are not actually written to the disk until either the 432 character buffer gets full or the disk file is CLOSED.

Line 60 checks to see if the end of the file has been reached by looking for "ZZZ" as the value for N\$. You'll see this in the last DATA statement. If so, the program CLOSEs the file and ends. If not, Line 70 sends the program back to Line 30 for another READ.

Watch this program operate and you'll notice many READs and PRINTs

before the screen display hesitates as the disk drive starts and the buffer contents are transferred to the OPEN disk file.

Changes to the data are just a matter of retyping or editing the appropriate DATA line. New items can be added numerically between existing line numbers, and old items removed by just deleting that DATA line. Be sure the last DATA line contains a "ZZZ" (or whatever terminator you decide to use).

Using The Data File

Listing 2 is the program that uses the data file created by Listing 1. It is a "kernel" program, since it has not been "fleshed out" to include all the features in the menu and many additional functions a real-world inventory program would require. For example, there is no attempt to line up decimal points or provide two decimal places for each number. There is no provision to enter reorder levels, or even update existing levels. The purpose of this program is to illustrate disk input into an array for further program processing.

Line 10 clears the screen and eliminates the zero positions of all arrays. Line 20 DIMensions a two-dimension numerical INV-array and a single-dimension string DES\$-array. These were DIMensioned for 100 rows, but could be made as large as memory will allow. Certainly, several hundred is no problem even with the 41K allowed for BASIC programs.

Line 30 OPENS Buffer #1 (it could also be #2 or #3) to input the DATAFILE1.DAT disk file when asked. Line 40 sets up a FOR/NEXT loop equal in size to the maximum array size. Line 50 INPUTs, to Buffer #1, the first five items in the OPEN disk data file. These must be identical in type and sequence to the INPUT statement — numerical, string, numerical, numerical, numerical — or you'll get a "Type Mismatch" Error! This is very important.

When the buffer fills (or the file is CLOSED), these variables are then assigned to the specified array locations in memory.

Line 60 checks for the end of the file, looking for the "ZZZ." If it finds it, the file is CLOSED and the program jumps to the menu section. Otherwise, Line 70 PRINTs, on the screen, the values coming in from the disk. You'll notice a hesitation as the full buffer dumps to memory.

By now you should be able to follow the rest of this program without any

additional explanation. Figure 1 shows a screen printout of menu selection one.

Other Sequential Disk File Commands

There are 10 other commands available for use with sequential disk files, but they are used rarely or only for advanced programming. They are briefly described as follows:

EOF — Detects the end of a file.

LOC — The number of records (128 bytes per record) used since the file was opened. This is used differently with random disk files.

LOF — Length of file in bytes.

NAME/AS — Used to rename a disk file, such as NAME oldname.ext AS new name.ext, being sure to use the extensions.

RESET — (Not keyboard reset.) Closes all disk files and indexes the disk. (SET, shown in the Sanyo Reserved Word List, has not been implemented in Sanyo BASIC for the 550/555. This would normally provide a means to write-protect a disk, which is then removed with the RESET statement.)

ALL, CHAIN, COMMON — Pass variables between programs.

INPUT\$ — Receives a specified number of characters from the disk, keyboard or serial port.

PACK\$, UNPACK\$ — Compresses and decompresses disk data files.

Once again, I suggest that if you intend to do any significant programming with disk files — sequential or random — you should get a book that covers that subject in detail. This can only be considered an introduction.

BASIC TRAINING

Figure 1: RUN of menu item.

1001	All-Kleen Qt	35	4.5	6.9
1002	Oven Clnr Pt	84	3.75	5.75
1003	Metal Clnr	37	8.75	13.25
1004	Chrome Clnr	56	2.45	3.8
1008	Alum.Clnr Qt	32	8.35	12.6
1012	Water Repell	27	3.75	5.75
1020	Upholst.Clnr	17	8.35	12.6
1022	Powder Det.6#	75	6.75	10.2
1023	Fab.Soft.Qt	22	3.75	5.75
1025	Oven Clnr Qt	33	6	9
1029	All-Kleen Gal	10	14.5	21.75
1033	Liq.Det.Qt	45	3.75	5.7
1035	Fab.Soft.Gal	30	11	16.5
1041	Furn.Pol.Spray	28	5.75	8.75
1045	Furn.Pol.Crm	27	4	6
1046	Powder Det.12#	35	11.7	17.55
1048	Pre-Wash Liq	31	8.75	13.25
1050	Liq.Det.Gal	23	12.5	18.75
1055	Drain Clnr	39	3.75	5.7
1057	Floor Wax Qt	29	4.5	6.9
0	ZZZ	0	0	0

Listing 1: DATA "loader" program.

```

10 CLS
20 OPEN "O", #1, "DATAFILE1.DAT"
30 READ A,N$,B,C,D
40 PRINT A,N$,B,C,D
50 WRITE#1,A,N$,B,C,D
60 IF N$="ZZZ" THEN CLOSE:END
70 GOTO 30
100 DATA 1001,All-Kleen Qt,35,4.50,6.90
110 DATA 1002,Oven Clnr Pt,84,3.75,5.75
120 DATA 1003,Metal Clnr,37,8.75,13.25
130 DATA 1004,Chrome Clnr,56,2.45,3.80
140 DATA 1008,Alum.Clnr Qt,32,8.35,12.60
150 DATA 1012,Water Repell,27,3.75,5.75
160 DATA 1020,Upholst.Clnr,17,8.35,12.60
170 DATA 1022,Powder Det.6#,75,6.75,10.20
180 DATA 1023,Fab.Soft.Qt,22,3.75,5.75
190 DATA 1025,Oven Clnr Qt,33,6.00,9.00
200 DATA 1029,All-Kleen Gal,10,14.50,21.75
210 DATA 1033,Liq.Det.Qt,45,3.75,5.70
220 DATA 1035,Fab.Soft.Gal,30,11.00,16.50
230 DATA 1041,Furn.Pol.Spray,28,5.75,8.75
240 DATA 1045,Furn.Pol.Crm,27,4.00,6.00
250 DATA 1046,Powder Det.12#,35,11.70,17.55
260 DATA 1048,Pre-Wash Liq,31,8.75,13.25
270 DATA 1050,Liq.Det.Gal,23,12.50,18.75
280 DATA 1055,Drain Clnr,39,3.75,5.70
290 DATA 1057,Floor Wax Qt,29,4.50,6.90
1000 DATA 0,ZZZ,0,0,0

```


Listing 2: "Kernel" inventory/invoice program.

```

10 CLS:OPTION BASE 1
20 DIM INV(100,4),DESS(100)
30 OPEN"I",#1,"DATFILE1.DAT"
40 FOR X=1 TO 100
50 INPUT#1,INV(X,1),DESS(X),INV(X,2),INV(X,3),INV(X,4)
60 IF DESS(X)="ZZZ" THEN CLOSE:GOTO 100
70 PRINT INV(X,1),DESS(X),INV(X,2),INV(X,3),INV(X,4)
80 NEXT
100 REM * MENU *
110 CLS
120 PRINT:PRINT"Choose one of the following, by number....."
130 PRINT TAB(20)"(1) List entire inventory."
140 PRINT TAB(20)"(2) Change data file."
150 PRINT TAB(20)"(3) Generate order."
160 PRINT TAB(20)"(4) Verify order."
170 PRINT TAB(20)"(5) End program."
180 PRINT:INPUT"Enter number.....";S
190 ON S GOTO 200,300,400,500,600
200 REM * Listing entire inventory without screen stop *
210 CLS
220 PRINT"Stock Number","Description","Inventory","Cost","Sugg.Retail"
230 FOR X=1 TO 100
240 PRINT INV(X,1),DESS(X),INV(X,2),INV(X,3),INV(X,4)
250 IF DESS(X)="ZZZ" THEN GOTO 1000
260 NEXT
300 PRINT:PRINT
310 PRINT TAB(9)"*****"
320 PRINT TAB(9)"* This program module would allow you to change any item in *"
330 PRINT TAB(9)"* array, and then create a new DATA FILE with the revisions. *"
340 PRINT TAB(9)"*****"
350 GOTO 1000
400 PRINT:PRINT
410 PRINT TAB(9)"*****"
420 PRINT TAB(9)"* This program module would generate and print an order, *"
430 PRINT TAB(9)"* based on the information placed in the arrays by the *"
440 PRINT TAB(9)"* DATA FILE. *"
450 PRINT TAB(9)"*****"
460 GOTO 1000
500 PRINT:PRINT
510 PRINT TAB(9)"*****"
520 PRINT TAB(9)"* This program module would verify an order based on the *"
530 PRINT TAB(9)"* information placed in the arrays by the DATA FILE. *"
540 PRINT TAB(9)"*****"
550 GOTO 1000
600 PRINT:PRINT
610 PRINT TAB(25)"See you another time.....Bye!":END
1000 PRINT:INPUT"Press ENTER to return to MENU.....";M
1010 GOTO 100

```



'Holy nomenclature, BATch Man. They certainly speak a strange language in this comic book.'



The Adventures of BATch Man!

By Danny Humphress
Soft Sector Technical Editor

Somewhere in Gotham City, in the clandestine, cavernous holds of a Sanyo computer, BATch Man prepares for his next adventure. Never missing a call to serve the citizens of his city, he is ever ready to fight the tedium of repetitious typing and the chaos of recalling formidable commands. Using his .BAT files, he zooms through commands and directories restoring order to MS-DOSdom.

We used BATch Man's powers last month to take control of our computers, freeing our minds for more creative endeavors. We made .BAT files for BATch Man and he followed our orders unwaveringly. Until now, though, we have just specified a list of commands to be followed sequentially. Today, we'll begin to learn how to let BATch Man do the thinking for us. Instead of just listing our orders such as: "do this, then this . . .," we'll let BATch Man make some decisions by saying: "if this, then do that, otherwise do those and then do this."

Sound complicated? Well, it isn't complicated at all, as you shall soon see.

Pseudo-Programming

Batch file processing is very similar to traditional computer programming. You give the computer a list of specific commands for it to follow. In the case of MS-DOS batch file processing, most of the commands are simply standard DOS commands and programs. This would satisfy most needs, but batch processing goes one step further by providing us with its own special commands to give us greater control.

Now, batch file processing was never meant to replace real programming languages. It is not as versatile, and (take comfort) not as complicated. It was designed for the very specific task of governing the overall operation of MS-DOS commands and programs.

Remarkable

Last month we created a little batch file to run our imaginary payroll program and then automatically backup

the disk. This was an example of a small, uncomplicated batch file that needed very little explanation. You could look at it several months after it was written and easily understand what was going on. Many times, though, batch files are much larger and more complicated. The remarks used within the file give information to the user while the file is running and serve as notes to anyone making changes to the file in the future.

A special command, REM, allows you to put comments in a batch file. The REM command, followed by any comments, is entered on a single line in the batch file. When the computer processes this line, the comments are displayed on the screen. Use EDLIN or COPY CON: to create this batch file. Name it TEST.BAT.

```
REM ***** Disk Directory *****  
DIR /W  
REM ***** Check Disk *****  
CHKDSK
```

Try the new batch file by typing TEST at the DOS prompt. You'll see the REM commands displayed on the screen just as you typed them.

You can think of the REM statement as one that tells the computer to ignore whatever you type on that line. And that's just what it does.

Echo . . . cho . . . ho . . . o . . .

Once in a while, you'll create a batch file for someone less experienced with the computer to use. As you know, the commands in a batch file normally appear on the screen while the file is executing. The operation of the computer is confusing enough to the neophyte without having these cryptic commands flashing up on the screen.

By using the ECHO OFF and ECHO ON commands, you can control whether DOS commands appear on the screen while the batch file runs. Using ECHO OFF causes only the results of commands to be displayed, while ECHO ON returns to the normal mode of having both commands and results

display on the screen. By the way, the REM lines are among those that are not displayed.

Try adding a line to the top of our TEST.BAT file:

```
ECHO OFF
REM ***** Disk Directory *****
DIR /W
REM ***** Check Disk *****
CHKDSK
```

When you run the batch file, you'll notice that the only command displayed was the first ECHO OFF command and that the remark lines are also not displayed. It was not necessary to do ECHO ON at the end of the batch file since MS-DOS automatically returns to this state after executing the file.

ECHO keeps the screen nice and tidy while a batch file is running, but our REM commands become almost useless! As mentioned earlier, REM statements are not displayed when ECHO is off, however we can use the ECHO command itself to produce just about the same results. You can use ECHO just as you would a REM command by entering miscellaneous comments after it on the same line. The only difference is that the only things displayed are the comments. The ECHO command word is not seen on the display. This makes the output much neater than with REMs.

Change the batch file to the following and then see how it runs:

```
ECHO OFF
ECHO ***** Disk Directory *****
```

```
DIR /W
ECHO ***** Check Disk *****
CHKDSK
```

You should see that the comments are displayed, but without funny commands before them.

Passing Parameters

The batch files we've worked with so far have always done the same thing each time they're run. It is sometimes convenient or necessary to have a batch file that can be used for a number of different conditions.

For instance, the DIR/CHKDSK batch file we've been using today gives us a directory of all the files in the current directory of the current drive and disk space information for the drive. If, however, you wanted to use the same batch file for a different drive, you would have to copy the file to the drive and change the current default drive. There is an easier way.

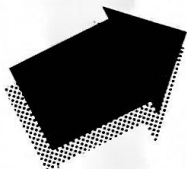
Change the TEST.BAT file to the following, but don't run it just yet:

```
ECHO OFF
ECHO ***** Disk Directory of Drive %1 *****
DIR %1/W
ECHO ***** Check Disk of Drive %1 *****
CHKDSK %1
```

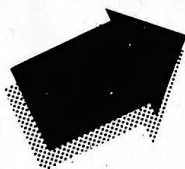
Now, enter the following command from the MS-DOS prompt:

TEST A:

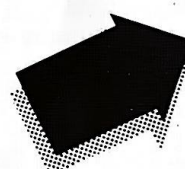
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You should get a directory and a disk check for the disk in drive A:. You might say that that's no different from what you got before. Ah, but there is a difference. Try this command. If you have a hard disk drive, substitute C: or E: for the B:.

TEST B:

You should get the same information for the disk in drive B: (or C: or E:) if there was a disk there. This was all done by adding a %1 to the DIR and CHKDSK command lines. The %1 tells MS-DOS to substitute whatever the first thing you typed after the batch file name in the place of the %1. So, to MS-DOS, DIR %1/W looked just like DIR B:/W.

The %1 is called a replaceable parameter. Ten parameters are available, from %0 to %9. The %0 parameter always contains the name of the batch file that's running. Enter this batch file and call it TEST2.BAT:

```
ECHO OFF
ECHO The name of the file is %0
ECHO Parameter 1: %1
ECHO Parameter 2: %2
ECHO Parameter 3: %3
ECHO Parameter 4: %4
ECHO Parameter 5: %5
```

Now run it with this command line:

TEST2 ONE TWO THREE FOUR FIVE

Your results should look like this:

```
The name of the file is TEST2
Parameter 1: ONE
Parameter 2: TWO
Parameter 3: THREE
Parameter 4: FOUR
Parameter 5: FIVE
```

As you can clearly see, %0 contained the name of our batch file, TEST2.BAT, and the next five numbered parameters contained the five words we typed after the batch file name.

Parameters are passed to a batch file by just entering single words or strings of characters separated with spaces.

When you begin putting together larger batch files for your own applications, you'll wonder how you did it without using replaceable parameters. Without them, you would have to make a separate batch file for each slightly different situation.

In our next episode . . .

We find BATch Man streaking through the darkness of disks and directories, and taking on more formidable enemies. He'll begin using those "if . . ." clauses we spoke of earlier as well as "looping" through tasks with ease. BANG! POW! ZAP!



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BUSINESS SECTOR

CHARLOTTE & BRIAN STONE
Soft Sector Contributing Editors

Q. How do you use DEBUG to change location 099Eh to 10h? Where do you get the DEBUG program?

Jesse Mitchell
Longview, TX

Juan Claudio DeVincenti
Bethesda, MD

N.A. Kelly
Denman Island, B.C., Canada

A. OK, all you alert readers out there caught me trying to give you "quickie" advice without actually trying it out myself. I can't really say you swamped me with letters, but enough of you have gotten the *DataStar* error message "File has not been properly terminated" to really need to know how to use DEBUG. The remedy given in the February '85 issue of *SOFT SECTOR* comes from MicroPro. Here is how to do it.

DEBUG is a utility program found on your system or DOS disk. Be sure you have copied it from your master DOS disk to your working DOS disk. Make a backup copy of FORMSORT.OVR to try this on so you can see if it works before you change the version of *FormSort* you use regularly. It does not matter if you put the backup on your system disk temporarily or on a separate disk if you have two drives.

Put the system disk with DEBUG.COM on it in the A drive. If you have FORMSORT.OVR on a separate disk, put it in

the B drive. Type DEBUG B:FORMSORT.OVR and press RETURN. If you have both programs on the same disk, type DEBUG FORMSORT.OVR and press RETURN.

The screen will display the DEBUG prompt, which is a flashing hyphen. Type D99E and press RETURN. The screen will display what looks like a bunch of garbage — alpha and numeric characters in groups. This is actually a section of the program code for FORMSORT.OVR Location 099Eh is the pair of numbers second from the right on the top line of the display.

Now type E99E and press RETURN. The screen will display 0BE4:099E 00. The first two groups of four are the "address" — the 00 is the value now found at that address. Type 10 (the line will read 0BE4:099E 00.10) and press RETURN.

Now type D99E and press RETURN again. The screen will display the alphanumeric soup again, but now there will be a 10 instead of 00 second pair from the right on the top line. Type W and press RETURN. Now the change you have made will be written to the disk. Type Q and press RETURN to quit and you will have your system prompt back.

Make a backup of your defective .DTA file and sort it with the changed *FormSort*. Then check it out with *DataStar* before deleting any of your old files. If everything checks out, you can delete the defective .DTA file with its matching .NDX file and replace the old FORMSORT.OVR file with the one you have altered.

Be sure to do all of this with backup copies. You are actually changing the program (pretty powerful stuff) and you don't want to romp through it like a bull in a china shop. Good luck.

Q. Your column gives the impression that SuperSort is not included with the Sanyo version of FormSort. Not

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so, at least according to my FormSort screen. Every time I invoke FormSort on a DataStar file, I get the screen message "Please wait . . . SuperSort is now sorting the Data File" and ditto for the Index File. FormSort in the new InfoStar+, by the way, provides for either ascending or descending sorts.

Also in "Business Sector" (January '85), you recommended using the Diablo 1610 installation for the Sanyo PR-5000 series of printers rather than the Sanyo PR-5000 choice from the menu. Are there any extra benefits from doing it your way?

E.R. Bailey
East Brady, PA

A. SuperSort is much more versatile than FormSort. DataStar files have carriage return delimited records with comma delimited fields. FormSort can only handle this type of file and must have a definition file present from which it reads the structure of the data file. SuperSort can handle data files compatible with BASIC, FORTRAN, COBOL, assemblers and text editors. Some of these are very different from DataStar files. SuperSort does not use a definition file to learn the structure of a data file. Rather, the user must know the structure and define it to SuperSort through the use of commands within the SuperSort program.

SuperSort predates FormSort. Therefore, I am sure that MicroPro took a portion of their existing SuperSort and altered it to make it more "user friendly" for use in their ReportStar package. This would be the source of the screen message which is confusing to all of us — "SuperSort is now sorting . . .".

The reason that I suggest using the Diablo 1610 installation over the Sanyo PR-5000 installation is that there seems to be some errors that cause problems with

the printer in the Sanyo installation. Also, the Sanyo printers are Diablo code compatible.

Q. When I run WordStar from drive B, log onto drive A and attempt to open a file on drive A, an Error E46 message comes up on the screen and tells me to press ESCAPE. This error doesn't occur when I run WordStar from drive A, log onto drive B and open a file on drive B. Why is it a problem to log B to A and open files?

I cannot get all of the test document features with my C. Itoh 8510A or my Riteman 15 with WordStar. I have run the Install program several times, but I still cannot get the full benefit.

Albert R. Price
Austin, TX

A. The reason that you are getting the error message is because WordStar always looks for the overlay (.OVR) files on drive A. When you are using WordStar in drive B and the data files in drive A, it is looking on the wrong drive and assumes that the .OVR files are not available.

I do not understand why you would use drive B for the WordStar disk and drive A for the data disk. WordStar should be on the system disk in drive A and the data in drive B. This would allow you to boot the system and enter WordStar without swapping disks to run the program. You could do it the other way around, but it would require installing WordStar to look on drive B for the overlay files.

The reason that you are not getting all of the WordStar functions with your C. Itoh 8510A and Riteman 15 is because these are both dot matrix printers which do not support all of the daisy wheel printer functions. Please see the first two issues of SOFT SECTOR (August, September

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'84) which explain in detail how to use *Install* to get additional features of dot matrix printers from *WordStar*.

Q. *I have a problem getting my Legend 880 printer to work with WordStar. I bought the printer from Migraph Software and they say that the Legend is the same as the Mannesman-Tally Spirit 80.*

*Fred W. Snow
Medford, NJ*

A. The Legend 880 should install and function as an Epson printer from the *WordStar Install* menu. The code set is the same as that shown in the current Epson manual and should function correctly. As with any dot matrix printer, you will not get all of the features of *WordStar* because it was originally intended for use with daisy wheel printers.

Please try the Epson setup. If this does not give the desired results, let me know.

Q. *My problem is how to get more characters to the line in WordStar. I have a Sanyo MBC-555-2 and a Juki 6100 daisy wheel printer. In attempting to get more characters to the line, I use ^PA (alternate pitch) to get 12 characters per inch. Then I change the right margin from 65 (default) to 75. But regardless of where I set the right margin, the text won't extend beyond where it would if left at the default. Any help you can give me will be greatly appreciated.*

*William M. Herst
Denver, CO*

A. First of all, you should install *WordStar* for a Diablo 630 printer, as this is what the Juki 6100 is designed to emulate.

When you wish to change to 12 pitch printing, use the dot command ".CW10" at the top of the text to print in 12 pitch; ten pitch printing (the default) is reset by using ".CW12."

Now reset your margins to the desired width and you should be printing up to 195 characters on 13-inch wide paper.

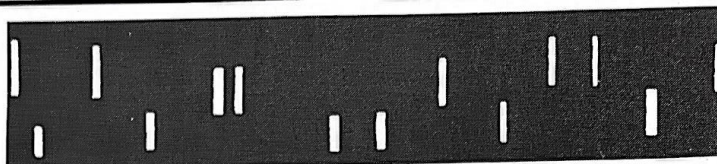
Q. *When I took the cover off my MBC-550-2 to increase the memory to 256K and install the Video RAM board, I also opened another can of worms.*

My Sanyo BASIC was changed to GW-BASIC. Although I can boot up WordStar in GW-BASIC, I cannot boot up EasyWriter in GW-BASIC.

I use a Leading Edge RGB monitor which utilizes the D-Sub Miniature nine-pin connector on the Video RAM Board. Would an RGB monitor that uses the original Sanyo RGB socket restore EasyWriter? I do not want to lose the IBM color graphics capabilities.

*Saul Weinstein
Miami, FL*

A. The version of BASIC that you have has nothing to do with using any of the application programs (.COM or



.EXE) that you have. Neither *WordStar* nor *EasyWriter* I makes use of BASIC.

The problem that you are having is that *EasyWriter* I is not compatible with the version of MS-DOS that is furnished with the Sanyo Video RAM Board. Why, I do not know. It really should not matter to you because you can continue to use the original version of MS-DOS that you have been using all along. There is no advantage in using *EasyWriter* or any of the bundled software with the Video RAM Board.

Regarding using your RGB monitor, I would suggest purchasing a Sanyo RGB cable to fit the original socket and use that with any software that does not require the Video RAM Board. The MBC-550, in its original mode, has much finer and higher density graphics, plus twice as many colors as the IBM PC.

Q. *I am sending copies of this letter to Systems & Services (my dealer), Star Micronics, Inc. (printer manufacturer), MicroPro and SOFTSECTOR. I have a Star Micronics-Radix 10 dot matrix printer that I am trying to use with WordStar. My results are less than expected or desired. I have enclosed*

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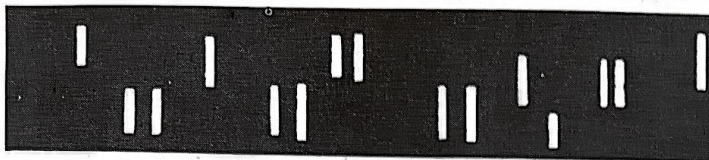
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a copy of PRINT.TST with the desired features highlighted. Your help will be greatly appreciated.

Jacob Berge
West Islip, NY

A. The biggest problem you are having is using *WordStar* set up for the IBM dot matrix printer. This is a much newer version of the basic Epson printer and is not necessarily identical to your Radix 10, which emulates the Epson family of printers.

The first thing to do is install *WordStar* with the Epson selection from the *Install* menu, then try the functions to see how they work. Then install any special functions following my articles in the first two issues of *SOFT SECTOR*.

One thing that you must keep in mind is that most dot matrix printers will never do everything that *WordStar* can do because it was designed for daisy wheel printers.

If you follow the articles as suggested, you will be able to get most of the functions that you desire. Variable pitch will be limited to the three basic sizes available from your printer.

Q. I am having some problems with my printer when using *WordStar* and I hope that you can help me. I am unable to take advantage of boldface, doublestrike or underlining. Instead of performing these operations on the line it is supposed to, my printer drops down one line and does the underlining or boldface on the next line. My printer is an Olivetti PR-2300 Spark Dry Jet. *WordStar* is configured for the standard printer as the Olivetti is not on the menu.

My second problem is that the printer will "hang" without warning while printing. The only remedy is to lift the cover and then put it back online. This is very annoying when you want to print a long document and would like to do something else while the printing is being done.

My last question involves *ReportStar*. How can I get a report to print on more than 80 columns? When I choose the fields to be included in the report, it often extends more than 80 columns. But I want to insert wide paper and carry right on. (This is my office printer, not the Olivetti.) *ReportStar* insists on printing just 80 columns and doing the rest on another page. Can I tell it to print more than the 80 columns?

Clay Umberfield
Monterey, CA

A. I am sorry to inform you that your printer will not give you the functions that you desire, with *WordStar* or any other word processing software that I know of. The reason is the way that the internal software of the printer treats the incoming information.

The following are the only features that I feel you will be able to use:

— 10, 12 and 18 characters per inch (horizontal spacing).

- Six or eight lines per vertical inch.
- Double-wide characters.

All of the other functions that you would like to do require that the printer do a carriage return without a line feed. The Olivetti PR-2300 printer will not do this.

Regarding your problem with the printer occasionally locking up during printing, this would seem to be a mechanical fault unless you are accidentally sending an instruction to the printer to go offline.

The only time that I know of when *ReportStar* will print only 80 columns and do the rest on another page is in *Redit* during a ^W printout. During the actual running of a report, it should print full width on a wide-carriage printer. A wide report printed on a regular letter-size carriage printer will cause the lines to wrap around to the next line, not the next page, unless condensed print is used.

During a ^W printout, if your report layout is wider than 79 columns, a prompt message will appear that says: "Please enter page width (in columns): 079."

The default is 079. The cursor will be flashing under the zero in 079. If you are using a wide printer, type 132 and press RETURN. This will allow *ReportStar* to print the full width of the page. If you are using a letter-size printer and have already set it to use condensed print, the little white lie of typing 132 will give you a full-width copy of a wide printout on a letter-size page.

Q. My question concerns *CalcStar*. A column can be expanded to a total width of 63 points. However, the edit

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box at the bottom, where the entry is made, will not accept more than 25 points or so. This limitation has been very inconvenient for long formulas. Is there any way to expand the edit box so that the total entry can be wider?

Apparently Sanyo has never made a reference manual for CalcStar, and I can find nothing in the tutorial which addresses itself to this point. There must be some way, because otherwise, it wouldn't make much sense to allow a full width of 63.

George W. Varn
Jacksonville, FL

Tom Hettinger
Berlin, NH

A. There are some limitations in CalcStar that none of us understand. One of these is the fact that you can format a column to be 63 characters wide, but you cannot fill such a column. The limitation for numeric entry is 27 characters and 35 characters for text entry. The reason behind this eludes me. The only use I can see for the extra wide column is for looks. You would be able to have wide margins around centered text for appearances sake. None of the MicroPro literature available to me offers any way around the limits set.

Q. I have some kind of glitch in my CalcStar operation which occurs only on line number 32, whenever I try to sum the contents of a row or column. If I reenter the

calculation instruction in the line number 32 cell, it refigures correctly — but if I "Recalculate All," the entry changes into either 0.00 or 1.00 and all subsequent calculations also become adjusted incorrectly.

Philip Atiyeh
Avon, CT

Keith A. Kidwell
Rainier, WA

A. Many readers have written to tell us of the glitch in our version of CalcStar that causes errors in calculations in line 32 of a spreadsheet. This glitch seems limited to the version distributed with the 550 series from Sanyo. I would be interested in hearing from anyone possessing an MS-DOS version of CalcStar direct from MicroPro (purchased on the open market — not bundled) to see if this glitch is present. MicroPro will not support those of us with bundled software, even to the extent of denying the glitch in their open market product. I have the CP/M version which came with a different model of Sanyo computer and there is no such glitch. For now, unless Sanyo can help us, we are on our own to find a correction for the problem. The temporary solution is to leave line 32 blank or use it for text entries only.

Q. My problem involves trying to read a "foreign" file to CalcStar. At work, the IBM PCs use dBASE II which I like very much. In dBASE it is possible to copy a file

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to the disk in the Standard Data Function mode (SDF). This is simply an ASCII character string without all the control characters that dBASE uses. I have been unsuccessful in loading or merging such a data file to a shell prepared in CalcStar at home in the evenings. CalcStar keeps asking me for a password! No password was given in, or is coming from the dBASE SDF file and I set up no password for the CalcStar spreadsheet. Does this mean that no data can get into CalcStar without keystroking?

Edward A. Diephaus
Gaithersburg, MD

A. Your question about loading "foreign" files into CalcStar is a little beyond the scope of "Business Sector." However, I can refer you to a book which contains a method of using the MailMerge function of WordStar to load data into a spreadsheet. I have not had the time to see if it will work specifically with CalcStar. If you would like to try it, the book is: *Getting the Most from WordStar and MailMerge, Things MicroPro Never Told You*, by M. David Stone (no relation, by the way), a Spectrum Book published by Prentice-Hall, Inc., Copyright 1984, ISBN 0-13-354382-X

Q. I wish to enter the data (or any other text) in cell A1 and have that text automatically appear in several other cells. If I change the date in cell A1, I would like the date to automatically change in the several other cells.

This is a simple task with numeric data but, after many hours of experimentation, I am unable to handle text data in the same manner.

I stress the word "automatically." I know how to copy text to any number of other cells in the immediate mode. I would like to change the date in cell A1 and have the new date appear in every other cell that contains the date — automatically after the recalculate command ;R.

Stan Campbell
Cincinnati, OH

A. CalcStar will not handle text in the manner you desire. The recalculate function ignores all text entries. This information was printed directly as a note in a CalcStar user's manual older than the one Sanyo is currently distributing. It would be nice if deletions in the manual were avoided when the program has not changed. The new manual has a nicer format, but evidently is missing some pieces of information about exceptions to CalcStar functions.

Q. How do you select a group of records from a file and send them to a new data file when you need all fields and all data of the record to be included in the new file?

I can use the technique that you sent me originally, but it would be a laborious job to do a ^R on 40 fields.

Is there a handbook on InfoStar that I can purchase?

Gene Gould, O.D.
Kittanning, PA

A. That letter sat gathering dust beside my computer as I searched for an easy answer to your problem. I would

see it and think, "I've got to work on that, but it's going to take a lot of time. There's a column to get out, and I'd better answer an easier one first."

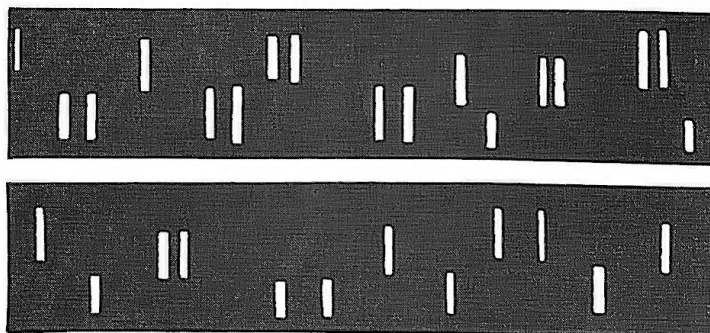
The months rolled by. Then one day out of the blue, I received at my work address a disk containing a piece of software that will solve your problems. It came unsolicited from Lawrence Taylor at Facts Online, P.O. Box 99367, San Diego, CA 92109, and is called *I.S. Manager*.

I.S. Manager is distributed as "shareware." The disk can be copied freely and is available at many user's groups and dealers. The manual, along with the program, is available from Facts Online and some dealers for \$28. The software is very easy to use, even without the manual. Once you try it, I'm sure that \$28 will seem a small contribution to send in gratitude, even if you weren't going to receive a manual in return.

I.S. Manager will let you restructure a data file — eliminate fields and their data, add blank fields, rearrange existing fields and their data, and duplicate fields and their contents. It will let you find and replace data. It will also let you pick some records from your data file and write them to a new one.

You asked about a handbook on *InfoStar*. If you do not already have them, I suggest you order the *DataStar* and especially the *ReportStar* Reference Manuals from your Sanyo dealer. I recently found and purchased a book named *Star Power* by Paul Garrison published by Tab Books Inc., copyright 1985, ISBN 0-8306-1742-6. It is supposed to cover all the *Star* programs from MicroPro, but it has been so long in the publishing process that it isn't nearly as useful as it could be. The section on *DataStar* may be easier for some to understand than the training manual. The section on *ReportStar* was written so soon after the program was introduced that all of the program did not run yet. Therefore, it will not be of much use to anyone. I have been reading sections of the book out of order in hopes that I could recommend it to readers of the column. Since I have not finished the book yet, I will not attempt to comment on the unread balance. Watch the column for further information about it or look it over carefully in the store before purchase.



(Charlotte A. Stone, office manager for the Detroit office of the Shaw/Walker Co., has been using a Sanyo computer in her daily work routine since October of 1983. Brian M. Stone has been using a variety of Sanyo computers since May of 1983. Charlotte and her husband, Brian, have been involved with computers since July of 1978 and presently own and use five computer systems on a daily basis, three of which are Sanyos.)



You can forget about
having to beat the
erasers, kids, when you
practice solving your
math problems on . . .

The Electric Blackboard

By Leonard Hyre



here are many reasons for praising the virtues of owning a computer. Among these, one reason that seems to have the greatest possibility for home use is that of home education. The Sanyo 550/555 series has many of the attributes needed to excel in this field. The spectacular graphics capabilities, text on Hi-Res screens, large amounts of memory and a flexible language base are all there.

There seem to be numerous variations of math drills available for the would-be student and many of them are excellent programs. But it seems to me that programmers tend to miss one important area of the advancing math student. When a student is first faced with the need to work multiplication and division problems with large numbers, the concepts of carrying remainders and the need to perform multiple functions on one problem are difficult to grasp. This program is an attempt to aid these students, leading them through each logical step required to solve a given problem.

In *The Electric Blackboard*, the student is shown the problem as it

would appear on a blackboard. He or she is then led through the step-by-step solution of the entire problem, breaking it down into its many parts. I believe this graphic demonstration of the logic will help the student grasp the concepts involved more quickly.

The Electric Blackboard can also serve as a programming exercise for the novice BASIC programmer, as it incorporates many of the excellent graphics and text capabilities of the Sanyo BASIC language. I have made much use of graphics and color in the program (but we haven't left out the monochrome users). There is nothing, however, that would be beyond the grasp of a novice BASIC programmer. Also, I must point out for those of you with IBM PCs, I'm afraid your machines are just not "Sanyo compatible" enough for some of the powerful commands of Sanyo BASIC.

The program can be thought of as consisting of three separate main routines, plus a couple of smaller routines needed for housekeeping and such. The three main program sections are Classroom Scene, Multiplication and Division. In addition, we have routines for screen cleanup, titles, the menu, sound and delays.

In discussing the Classroom Scene section, I must first make a confession. I am a true believer in color and scenic depictions and, therefore, may seem to have gotten carried away a bit. If you think so, please forgive me, then get on with the typing.

The setting for the classroom is complete with a teacher's desk, a world

(Leonard Hyre works as a claims representative for the Social Security Administration. He has written several articles for *THE RAINBOW* and has written commercial programs for the TRS-80 Color Computer, the Apple II, the Commodore and the TI 99 computers. He may be contacted at P.O. Box 403, Cambridge, MD 21613; 301-228-0064.)

globe and flower, a picture of a rainbow over the mountains and, of course, the main feature we require, a large clean blackboard. It is not necessary to go into great detail in depicting these items. We only need to give the illusion of their presence to create the mood we want the screen to set up.

I have made liberal use of the DRAW and LINE commands, as well as CIRCLE and PAINT. Perhaps the trickiest part here is the PAINT command, since paint will flow from the point of origin until it reaches borders of the specified color. A bit of a leak here and you might end up with a 640-by-200 display of yellow on yellow, the whole thing trimmed in yellow! All of the drawing is done in the routine encompassing lines 600 through 790.

A return from the GOSUB 600 is made when the screen is finished and then an immediate call to another subroutine is made, this one at lines 810 to 825. At first glance, you might wonder why we needed to return to the front of the program just to come back to the lines following the lines we just returned from! If you will take another look, you will see that this second GOSUB calls the menu routine which we may need multiple times, as opposed to the first GOSUB, which draws the screen only one time per program use.

The other two main sections, Multiplication and Division, share much of the same type of programming and I will go into detail only on the former, it being easiest to follow.

We first determine what the problem to be worked is by obtaining two random numbers, in this case a mul-

tiplicand in the range 11 to 99 and a multiplier of less than 10. The problem is then written on the blackboard in standard math notation; that is, the same way a student would write it out on paper. The student is then led through the problem step by step. If any answer is incorrect, it is not accepted and the student tries again, assuring that the ultimate answer is always correct and can be associated with the steps needed to arrive at that correct answer.

From a programming point of view, the only tricky part here is manipulating numerics and strings to obtain the proper display and, at the same time, keep track of the right answers. Use of the powerful string-handling commands, RIGHT\$ and MID\$, as well as STR\$, are used often. If you examine the routine line-by-line, the seemingly confusing combinations may soon make sense to you — a sure sign that “computerese” is becoming your second language.

The program is easy to use; after you have typed the program into BASIC and saved it, run it and follow the on-screen prompts. I believe you will find the program an excellent tool for learning these difficult math concepts. By the way, the problems can be made less difficult by changing the values of A and B in lines 180 through 185 or for division, lines 345 through 350.

Monochrome Users

If you have a monochrome monitor, you may have to take some further action to prevent a “flashing effect.” There are three possible solutions to the problem.

- 1) Remove the back panel from your computer. You will find a bank of four DIP switches. Set them as follows: 1 off; 2, 3 and 4 on. No more flashing!
- 2) Another solution is to remove the offending colors from the program. I have provided a supplemental list of lines which should be changed to prevent flashing. However, this is not as good a solution as the first.
- 3) The ultimate solution! Your Sanyo has incredible color and graphics capabilities. Why not buy a color monitor?

A Final Word

If you have any problems using *The Electric Blackboard*, feel free to contact me in writing or by phone. I am always glad to help out in these matters. If the typing presents too much of a challenge for you, I will be happy to send you a copy for \$5 to cover cost and shipping. Of course you can also obtain it on SOFT SECTOR ON DISK.

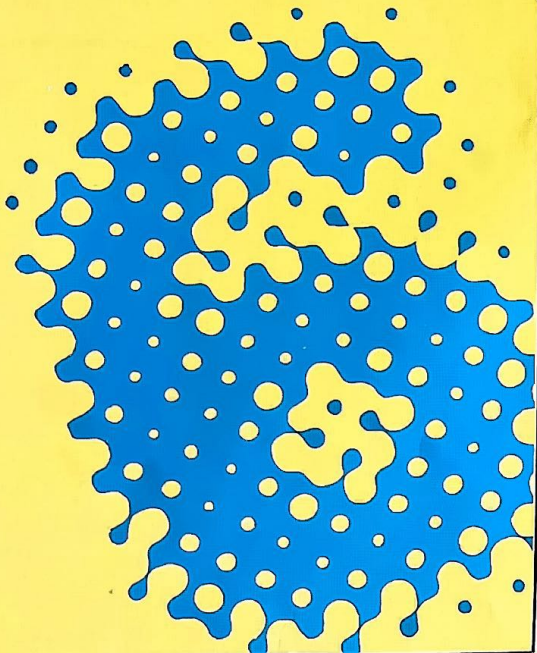
[Editor's Note: The graphics characters following the open quote marks in lines 620 to 630 of the listing are produced by pressing the GRAPH key in conjunction with the following keys:

```
620 BK$='v==v==v==v . . .
625 BM$='----- . . .
630 BD$='f==f==f==f . . .
```

If this seems confusing, it should become clear as you type in the characters. They will fit together just as in the listing.]

Listing 1: BBOARD.BAS

```
10 *****
20 '*
30 '*          THE ELECTRIC BLACKBOARD
40 '*          by LEONARD HYRE
50 '*          for SANYO 550/555 SERIES
60 '*          (C) MARCH 1985
70 '*
80 *****
90 '
100 ***** GO SET UP SCREEN *****
105 '
110 GOSUB 600
115 '
120 ***** GO SET UP MENU *****
125 '
130 GOSUB 810
135 '
140 ***** AWAIT MENU CHOICE *****
```




```

145 '
150 ON AN GOTO 170,330,575
155 '
160 '**** MULTIPLICATION MAIN BODY ****
165 '
170 GOSUB 845
175 LOCATE 4,6:COLOR 1:PRINT"MULTIPLICATION Problems:"
180 A=INT(RND(1)*99):A$=STR$(A):IF A<11 THEN 180
185 B=INT(RND(1)*7)+2:B$=STR$(B)
190 LOCATE 4,42:PRINT"THE PROBLEM IS:";B" X "A
195 LOCATE 15,39:COLOR 7,0:PRINT A:LOCATE 16,37:PRINT "X ";B:LOCATE 17,38:PRINT
"DDDD"
200 LOCATE 14,45:PRINT"Multiply ";RIGHT$(B$,1)" x ";RIGHT$(A$,1);" =";
205 C1=VAL(RIGHT$(A$,1))*VAL(RIGHT$(B$,1))
210 INPUT AN$
215 AN=VAL(AN$):IF AN<>C1 THEN LOCATE 14,61:BEEP:PRINT"      ":LOCATE 14,61:GOTO 2
10
220 GOSUB 875:LOCATE 15,45:PRINT"WRITE IN ";RIGHT$(AN$,1);" and CARRY ";:IF C1<
10 THEN PRINT"0"; ELSE PRINT MID$(AN$,1,1);
225 LOCATE 18,41:PRINT RIGHT$(AN$,1):COLOR 6:LOCATE 14,40:IF C1<10 THEN PRINT "0
"; ELSE PRINT MID$(AN$,1,1);
230 COLOR 7:LOCATE 16,45:PRINT"Multiply ";RIGHT$(B$,1)" x ";MID$(A$,2,1);" =";
235 C2=VAL(RIGHT$(B$,1))*VAL(MID$(A$,2,1))
240 INPUT AX$
245 AX=VAL(AX$):IF AX<>C2 THEN LOCATE 16,61:BEEP:PRINT"      ":LOCATE 16,61:GOTO 2
40
250 GOSUB 875:LOCATE 17,45:PRINT"ADD ";AX;" + ";:IF C1<10 THEN PRINT"0";ELSE PRI
NT MID$(AN$,1,1);
255 IF C1<10 THEN AD=AX ELSE AD=AX+VAL(MID$(AN$,1,1))
260 INPUT AZ$
265 GOSUB 875
270 IF VAL(AZ$) <> AD THEN LOCATE 17,45:BEEP:PRINT STRING$(19," "):GOTO 250
275 LOCATE 18,45:PRINT"WRITE IN ";AD:GOSUB 875
280 IF A*B<100 THEN LOCATE 18,39:PRINT A*B;ELSE LOCATE 18,38:PRINT A*B
285 SYMBOL(30,40),"CORRECT! HOW ABOUT ANOTHER (Y/N)?"",2,2,4,0
290 AK$=INKEY$:IF AK$=""THEN 290
295 IF AK$="Y"OR AK$="y" THEN 305
300 LINE(280,100)-(560,170),0,BF:GOSUB 845:RUN 130
305 LINE(280,100)-(560,170),0,BF:GOSUB 875:RUN 170
310 GOTO 310
315 '
320 '**** DIVISION MAIN BODY ****
325 '
330 GOSUB 845
335 LOCATE 4,6:COLOR 1:PRINT"DIVISION Problems:"
340 A=INT(RND(1)*888)+100:A$=STR$(A)
345 B=INT(RND(1)*7)+2:IF B=< VAL(MID$(A$,2,1)) THEN 340
350 B$=STR$(B):LOCATE 4,42:PRINT"YOUR PROBLEM IS ";A;" DIVIDED BY ";B;
355 COLOR 7,0:LOCATE 15,39:PRINT "      "
360 COLOR 7:LOCATE 16,37:PRINT B$;"1";A$
365 COLOR 3:LOCATE 16,48:PRINT MID$(A$,2,2);" ";CHR$(246);B;" =";
370 DX=INT(VAL(MID$(A$,2,2))/B)
375 INPUT DY
380 IF DX<>DY THEN BEEP:GOSUB 875:LOCATE 16,48:PRINT STRING$(14," "):GOTO 365
385 GOSUB 875:COLOR 7:LOCATE 14,41:PRINT DY;
390 COLOR 3:LOCATE 17,47:PRINT " ";DY;"x";B;" =";
395 INPUT DM
400 IF DM<>DY*B THEN LOCATE 17,47:BEEP:PRINT STRING$(14," "):GOTO 390
405 GOSUB 875:COLOR 7:IF DM<10 THEN LOCATE 17,41 ELSE LOCATE 17,40

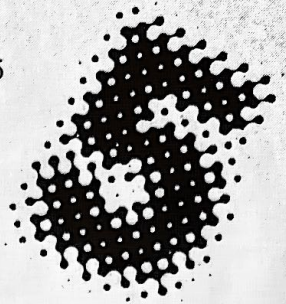
```



```

410 PRINT DM:LINE(312,135)-(335,135),7
415 COLOR 3:LOCATE 18,48:PRINT MID$(A$,2,2);" -";B*DX;"=";
420 DO=VAL(MID$(A$,2,2))-(B*DX)
425 INPUT DP
430 IF DP<> DO THEN LOCATE 18,48:BEEP:PRINT STRING$(14," ");:GOTO 415
435 COLOR 7:LOCATE 18,41:PRINT DO;
440 COLOR 7:LOCATE 18,43:PRINT MID$(A$,4,1);
445 DO$=STR$(DO):DV$=DO$+MID$(A$,4,1):DV=VAL(DV$):GOSUB 875
450 IF DV<10 THEN LOCATE 19,48:PRINT DV;CHR$(246);B;"=";
455 IF DV>9 THEN LOCATE 19,47:PRINT DV;CHR$(246);B;"=";
460 DW=INT(INT(DV)/B):COLOR 3
465 INPUT DX:GOSUB 875
470 IF DX<>DW THEN LOCATE 19,47:BEEP:PRINT STRING$(14," ");:GOTO 450
475 COLOR 7:LOCATE 14,41:DY$=STR$(DY):DX$=STR$(DX):DZ$=DY$+RIGHT$(DX$,1):PRINT D
Z$;
480 GOSUB 875:LOCATE 20,48:COLOR 3:PRINT DX;"*";B;"=";
485 DU=DX*B
490 INPUT DT
495 IF DT<>DU THEN LOCATE 20,48:BEEP:PRINT STRING$(14," ");:GOTO 480
500 COLOR 7:IF DX*B<10 THEN LOCATE 19,42:PRINT DX*B; ELSE LOCATE 19,41:PRINT DX*
B;
505 LINE(328,151)-(350,151),7
510 COLOR 3:LOCATE 21,48:PRINT VAL(DV$);"-";(DX*B);"=";
515 DV=VAL(DV$):DS=DX*B:RM=DV-DS
520 INPUT RO
525 IF RM <> RO THEN LOCATE 21,48:PRINT STRING$(14," ");:BEEP:GOTO 510

```



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```

530 COLOR 7:LOCATE 20,42:PRINT RM;
535 COLOR 6:LOCATE 14,48:PRINT"REMAINDER =";RM
540 SYMBOL(30,40),"CORRECT! HOW ABOUT ANOTHER (Y/N)?",2,2,5,0
545 AK$=INKEY$:IF AK$=""THEN 545
550 IF AK$="Y"OR AK$="y" THEN 560
555 LINE(280,100)-(560,170),0,BF:GOSUB 845:RUN 130
560 LINE(280,100)-(560,170),0,BF:GOSUB 845:RUN 330
565 '**** END PROGRAM ****
570 '
575 COLOR 3,0:LINE(280,100)-(560,170),0,BF:LOCATE 16,42:COLOR 3:PRINT"OK - NO HO
MEWORK TONIGHT!"
580 GOTO 580
585 '
590 '**** THE CLASSROOM MAIN BODY ****
595 '
600 COLOR ,7:CLS
605 COLOR 0,4
610 '
615 '**** BRICK WALL ****
620 BK$="
625 BM$="
630 BD$="
635 LOCATE 12,10:PRINT BK$
640 FOR X=13 TO 23:LOCATE X,10:PRINT BM$:NEXT X
645 LOCATE 24,10:PRINT BD$
650 '
655 '**** THE WALL BOUNDARIES ****
660 '
665 LINE(75,190)-(0,200),0
670 LINE(590,190)-(639,200),0
675 LINE(75,90)-(0,85),0
680 LINE(590,90)-(639,85),0
685 LINE(0,80)-(639,80)
690 LINE(75,90)-(75,190):LINE(590,90)-(590,190)
695 PAINT(5,150),6,0:PAINT(634,150),6,0
700 '
705 '**** THE BLACKBOARD AND CLASSROOM DETAIL ****
710 '
715 COLOR 0:LINE(280,100)-(560,180),0,BF
720 LINE(80,160)-(250,180),1,BF:LINE(80,180)-(90,190),1,BF:LINE(240,180)-(250,19
0),1,BF:LINE(84,162)-(246,178),0,B
725 CIRCLE(100,150),12,0,1,,3:PAINT(100,150),3,3
730 LINE(96,154)-(98,160),6,BF:CIRCLE(98,148),3,0,1,,0:PAINT(98,148),0,0:CIRCLE(
102,152),4,0,1,,0:PAINT(102,152),0,0:LINE(225,150)-(230,160),7,BF
735 LOCATE 19,29,0:COLOR 6,4:PRINT CHR$(5);
740 LINE(114,100)-(228,128),7,BF
745 LINE(116,101)-(226,127),0,B
750 LINE(116,124)-(136,120),0:LINE-(148,124),0:LINE-(170,119),0:LINE-(192,124),0
:LINE-(226,119),0:PAINT(117,125),2,0:PAINT(117,102),3,0:CIRCLE(140,111),6,0,1,,6
:PAINT(140,111),6,6
755 LINE(0,70)-(639,70),0:PAINT(5,72),4,0
760 FOR RB=1 TO 6:CIRCLE(225,122),25+RB,.5,.75,,RB:NEXT RB
765 '
770 '**** PUT UP THE TITLE ****
775 '
780 SYMBOL(10,1),"***** The Electric Blackboard *****",2,1,4,0
785 COLOR 4,1:LOCATE 2,1:PRINT STRING$(80,"_");
790 RETURN
795 '

```



```

800 ***** THE PROGRAM MENU *****
805 '
810 COLOR 0,7:LOCATE 4,36:PRINT"The MENU"
815 LOCATE 5,35:PRINT"1> MULTIPLY":LOCATE 6,35:PRINT"2> DIVIDE";:LOCATE 7,35:PRI
NT"3> SCHOOL'S OUT
820 AN$=INKEY$:IF AN$=""THEN 815 ELSE IF VAL(AN$) <1 OR VAL(AN$) >3 THEN 815 ELS
E AN=VAL(AN$)
825 RETURN
830 '
835 ***** WIPE OUT OLD SCREEN DISPLAYS *****
840 '
845 FOR WIPE=3 TO 8
850 COLOR ,7:LOCATE WIPE,1:PRINT STRING$(80," ");:NEXT WIPE
855 RETURN
860 '
865 ***** NOISE AS NEEDED *****
870 '
875 FOR DL=1 TO 300:NEXT DL:OUT &H38,100:RETURN

```

Listing 2: MONOMOD.BAS

```

100 ' ATTENTION MONOCHROME USERS
101 '
102 '
103 '
104 ***** MONOCHROME VERSION DIFFERENCES *****
105 '*
106 '* IF YOU DO NOT WISH TO MAKE THE
107 '* DIP SWITCH CHANGES AS SUGGEST-
108 '* IN THE ACCOMPANYING ARTICLE, A
109 '* ALTERNATE IS TO EDIT THE PROG.
110 '* AND MAKE CHANGES IN ALL OF THE
111 '* FOLLOWING LINES AS INDICATED.
112 '*
113 *****
114 '
115 '
175 LOCATE 4,6:COLOR 0:PRINT"MULTIPLICATION Problems:"
195 LOCATE 15,39:COLOR 3,0:PRINT A:LOCATE 16,37:PRINT "X ";B:LOCATE 17,38:PRINT
"DDDD"
225 LOCATE 18,41:PRINT RIGHT$(AN$,1):COLOR 3:LOCATE 14,40:IF C1<10 THEN PRINT "0
"; ELSE PRINT MID$(AN$,1,1);
230 COLOR 3:LOCATE 16,45:PRINT"Multiply ";RIGHT$(B$,1)" x ";MID$(A$,2,1);" =";
355 LOCATE 15,39:PRINT " "
360 LOCATE 16,37:PRINT B$;"1";A$
365 LOCATE 16,48:PRINT MID$(A$,2,2);" ";CHR$(246);B;" =";
385 GOSUB 875:LOCATE 14,41:PRINT DY;
405 GOSUB 875:IF DM<10 THEN LOCATE 17,41 ELSE LOCATE 17,40
410 PRINT DM:LINE(312,135)-(335,135),3

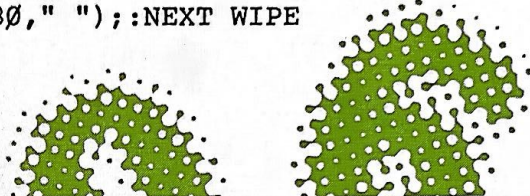
```



```

435 COLOR 3:LOCATE 18,41:PRINT DO;
440 LOCATE 18,43:PRINT MID$(A$,4,1);
475 LOCATE 14,41:DY$=STR$(DY):DX$=STR$(DX):DZ$=DY$+RIGHT$(DX$,1):PRINT DZ$;
500 IF DX*B<10 THEN LOCATE 19,42:PRINT DX*B; ELSE LOCATE 19,41:PRINT DX*B;
505 LINE(328,151)-(350,151),3
530 COLOR 3:LOCATE 20,42:PRINT RM;
535 LOCATE 14,48:PRINT"REMAINDER =" ;RM
540 SYMBOL(30,40),"CORRECT! HOW ABOUT ANOTHER (Y/N)?",2,2,0,0
600 COLOR ,3:CLS
605 COLOR 2,0
720 LINE(80,160)-(250,180),2,BF:LINE(80,180)-(90,190),2,BF:LINE(240,180)-(250,190),2,BF:LINE(84,162)-(246,178),2,B
730 LINE(96,154)-(98,160),3,BF:CIRCLE(98,148),3,0,1,,0:PAINT(98,148),0,0:CIRCLE(102,152),4,0,1,,0:PAINT(102,152),0,0:LINE(225,150)-(230,160),3,BF
735 LOCATE 19,29,0:COLOR 3,4:PRINT CHR$(5);
750 LINE(116,124)-(136,120),0:LINE-(148,124),0:LINE-(170,119),0:LINE-(192,124),0:LINE-(226,119),0:PAINT(117,125),2,0:PAINT(117,102),3,0:CIRCLE(140,111),3,0,1,,1:PAINT(140,111),3,1
780 SYMBOL(10,1),"***** The Electric Blackboard *****",2,1,0,0
810 COLOR 0,3:LOCATE 4,36:PRINT"The MENU"
850 COLOR ,3:LOCATE WIPE,1:PRINT STRING$(80," ");:NEXT WIPE

```



S

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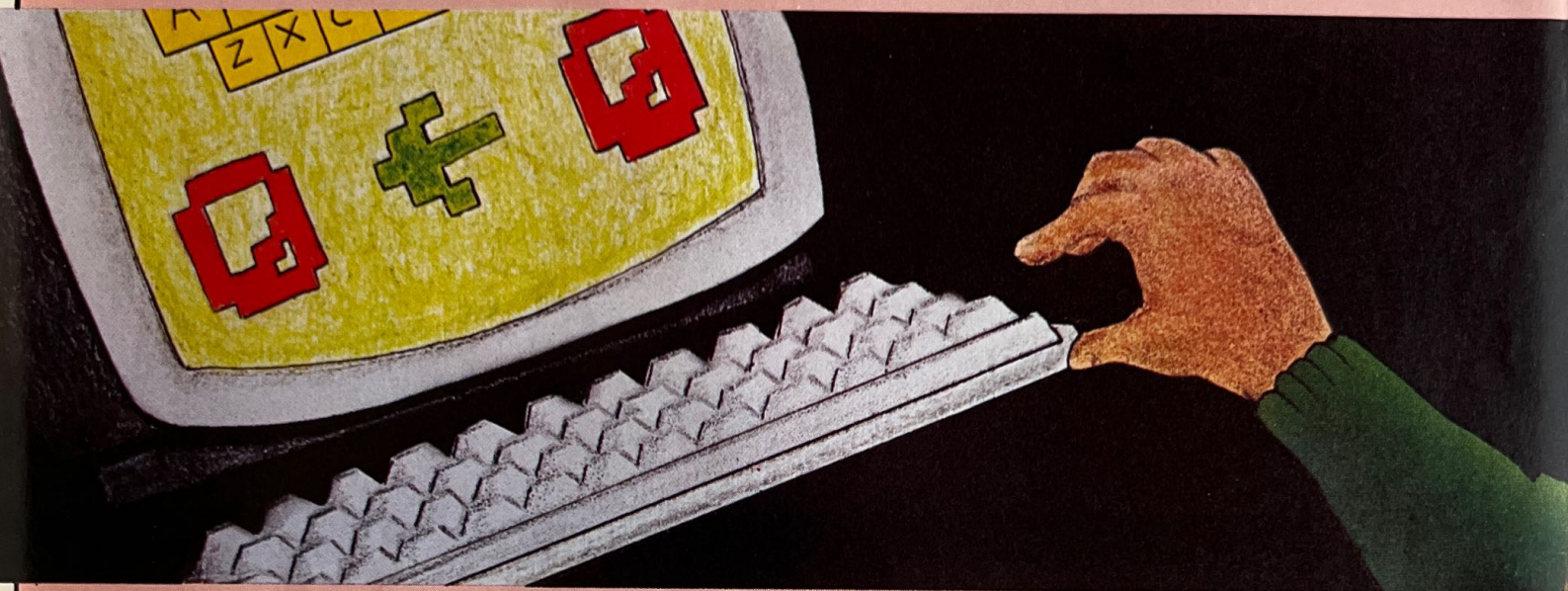
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After typing the program into BASIC from the listing, type RUN and hit

RETURN to start the game. A reasonable facsimile of the layout of the keyboard letters is shown at the top of the screen, with the scores of the two players in the bottom corners. The arrow in the middle of the screen shows whose turn it is, as well as prompting for your first and second choices.

Pressing any letter key, 'A' through 'Z,' will display the number hidden behind that square. If the two squares selected match, you score one point and get an extra turn. If the squares do not match, they are hidden away again, and the turn passes to your opponent.

There are 13 possible pairs hidden behind each game board — the numbers one through six in normal print, and one through seven in reverse print. Note that the two squares selected must match *exactly* to score; for example, a normal three will not match an inverse three. If you wish to pass your second choice on any given turn (to avoid giving more information to your opponent), press the space bar instead of a letter key. When one player matches seven pairs, the game ends. Pressing any key will start a new game.

Memory Match is simple enough for children of almost any age to play, even against adults (my 6-year-old beats me regularly). As no reading is required, even those children too young to know their letters and numbers can play by matching the colors and shapes of the hidden pairs. The program also serves to make the QWERTY keyboard layout seem a bit more familiar (and a little less bizarre).

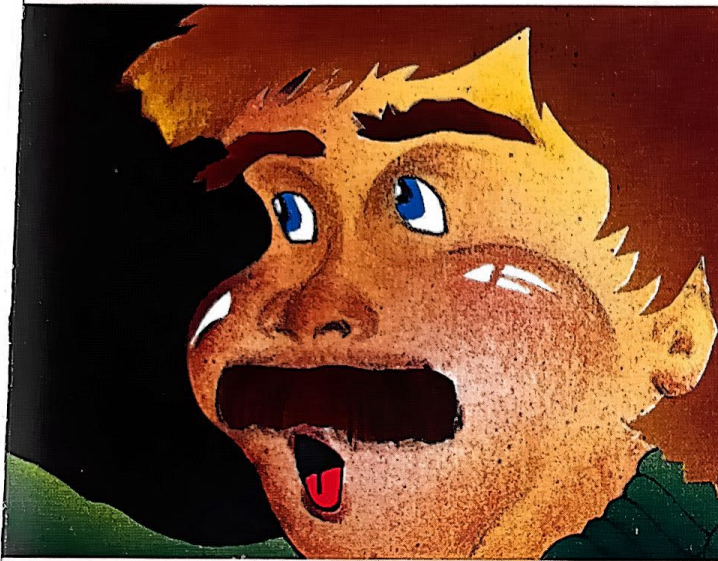
For more enjoyment, you might try inserting the sound routines from *Run'Round* (December '84, Page 28), and programming a Bronx cheer for a mismatch, or maybe a fanfare or two when a match is found or the game is won.

Routines:

- | | |
|----|--|
| 40 | Initialize variable types and arrays |
| 50 | Set up square graphics |
| 60 | Set up functions and square locations, read letter offsets |
| 70 | Restart game, draw squares |

(J. Weaver Jr. is a free-lance computer programmer, consultant and author. His recent works for the Sanyo 550 series include Mi-Term, Solitaire, Maz and Cornerman. He is also the National Recording Secretary of CHART [Computer Hobbyists Against Raiders and Thieves], a national organization dedicated to the legal and ethical use of computer technology. He can be reached through CompuServe [71446,1362], MCI Mail [FactProg], or at WH Enterprises, 859 Winston, Monroe, MI 40161; 313-241-WHWH.)

Match



80 Shuffle hidden pairs
 90 Switch player up
 100 Clear keyboard buffer
 110 Get first choice, display it
 120 Get second choice, display it
 130 Check for match, hide squares if none
 140 Add to score, erase squares, check for end of game
 150 Clear keyboard buffer
 160 Wait for restart
 170 Print empty square
 180 Print square with letter
 190, 200 Print square with hidden number
 210 *Print player's score
 220 Print arrow
 230, 240 DATA for letter and number offsets

Arrays:

B Board layout
 O Offsets for centering letters and numbers
 S Scores

X X position of squares
 Y Y position of squares
 Z Graphics for square PUT

Variables:

A, I General use
 C1 Background color of hidden number
 C2 Foreground color of hidden number
 IK Valid keys
 J Pair number of hidden number
 UP Player up
 Z Square selected
 Z1 First choice
 Z2 Second choice

Functions:

FNR(A) Returns a random integer between one and A
 FNZ(A) Returns the position in string IK of the character in I after converting the character to uppercase (returns zero if character is not found)

By J. Weaver Jr.

THE NEWEST

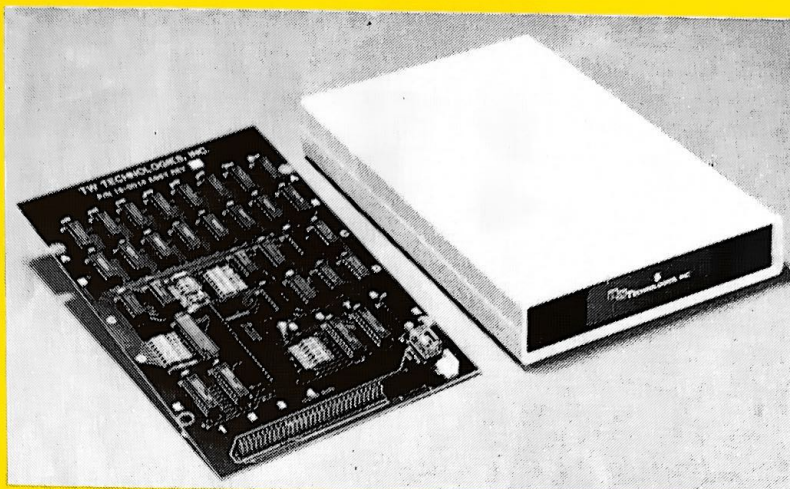
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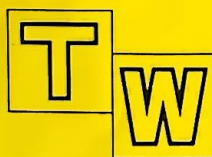
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The listing: MEMMATCH.BAS

```

10 MEMMATCH.BAS - Copyright (c) 1985 by J. Weaver Jr.
20 Permission to copy for personal use only
30
40 COLOR 2,0:CLS:DEFINT A-Z:DEFSTR I:DIM X(26),Y(26),B(26),O(34),S(2),Z(373)
50 LOCATE 1,25,0:PRINT "MEMORY MATCH by J. Weaver Jr.":COLOR 0,2:LINE(0,12)-(4,42),1,BF:LINE(57,12)-(61,42),1,BF:LINE(5,12)-(56,14),1,BF:LINE(5,40)-(56,42),1,BF:GET(0,12)-(61,42),Z:IK="QWERTYUIOPASDFGHJKLZXCVBNM"
60 DEF FNR(A)=(RND(1)*A)MOD A + 1:DEF FNZ(I)=INSTR(IK,CHR$(ASC(I) AND 223)):FOR A=0 TO 9:X(A+1)=A*64:Y(A+1)=12:NEXT:FOR A=0 TO 8:X(A+11)=A*64+16:Y(A+11)=44:NEXT:FOR A=0 TO 6:X(A+20)=A*64+48:Y(A+20)=76:NEXT:FOR A=1 TO 34:READ O(A):NEXT
70 RANDOMIZE(S(1)*S(2)+1)*(VAL(RIGHT$(TIME$,2))+1):S(1)=0:S(2)=0:UP=1:GOSUB 210:
80 B(Z)=Z MOD 13+1:NEXT:FOR A=1 TO 26:SWAP B(A),B(FNR(26)):SWAP B(FNR(26)),B(FNR(26)):NEXT:UP=FNR(2)
90 UP=3-UP:GOSUB 220
100 IF INKEY$>" THEN 100 ELSE LOCATE 20,33:PRINT "YOUR 1ST CHOICE?";
110 I=INKEY$:IF I="" THEN 110 ELSE Z=FNZ(I):IF B(Z)=0 THEN BEEP:GOTO 110 ELSE Z1=Z:GOSUB 190:LOCATE 20,38:PRINT "2ND";
120 I=INKEY$:IF I="" THEN 120 ELSE IF I=" " THEN Z2=Z1 ELSE Z=FNZ(I):IF B(Z)=0 OR Z=Z1 THEN BEEP:GOTO 120 ELSE Z2=Z:GOSUB 190
130 LOCATE 20,33:PRINT SPACE$(16);:FOR WT=1 TO 3000:NEXT:IF Z1=Z2 OR B(Z1)<>B(Z2) THEN BEEP:BEEP:BEEP:Z=Z1:GOSUB 180:Z=Z2:GOSUB 180:GOTO 90
140 BEEP:S(UP)=S(UP)+1:GOSUB 210:B(Z1)=0:B(Z2)=0:Z=Z1:GOSUB 170:Z=Z2:GOSUB 170:BEEP:IF S(UP)<7 THEN 100
150 IF INKEY$>" THEN 150
160 IF INKEY$="" THEN GOSUB 220:BEEP:GOTO 160 ELSE 70
170 PUT(X(Z),Y(Z)),Z:RETURN
180 GOSUB 170:SYMBOL(X(Z)+O(Z)+10,Y(Z)+5),MID$(IK,Z,1),6,3,1,0:RETURN
190 GOSUB 170:J=B(Z):IF J<7 THEN C1=0:C2=J+1 ELSE J=J-6:C1=J MOD 7+1:C2=0
200 LINE(X(Z)+8,Y(Z)+4)-(X(Z)+53,Y(Z)+26),C1,BF:SYMBOL(X(Z)+O(J+27)+10,Y(Z)+5),C,HR$(J+48),6,3,C2,0:RETURN
210 LINE(UP*472-472,114)-(UP*472-305,197),0,BF:SYMBOL(UP*472-472-O(S(UP)+27)*8*(UP=2),114),CHR$(S(UP)+48),24,12,3,0:RETURN
220 LINE(236,126)-(403,185),0,BF:SYMBOL(236,114),CHR$(28-UP),24,12,2,0:RETURN
230 DATA 3,0,0,0,3,3,3,3,0,0,3,3,0,0,0,0,3,0,0,0,0,0,3,3,3,0,3,3,3
240 ' Q W E R T Y U I O P A S D F G H J K L Z X C V B N M 0 1 2 3 4 5 6 7

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TIM PURVES
Soft Sector Contributing Editor

Q. *I am trying to locate a BASIC compiler for the Sanyo 550/555 series computer. Does a compiler exist for the machine?*

*William Rympalski
Selden, NY*

A. I have used the IBM Microsoft version without any problems. The only shortcomings are the fact that it doesn't support any of the color or graphics commands available on the Sanyo. I have talked to a company that is in the process of writing a compiler for the Sanyo. However, a release date had not been set at that time.

Q. *In the September issue of SOFT SECTOR you listed the pin-outs of the RGB monitor. I have had some difficulties in trying to wire a cable to connect the Sanyo to an IBM color monitor. I think my problem stems from the fact that the Sanyo doesn't have an intensity signal. One would think that it would still work except that you would have a weak picture, but the best I can get is a picture that scrolls wildly out of control. Is there a simple way to cause this match to work?*

*David Allen
Arlington, VA*

A. The reason that most IBM color monitors don't work on the Sanyo is that they expect a positive sync signal, and the Sanyo produces a negative sync signal. Some monitors, like the Sanyo CRT-70, are able to adapt on the fly to whatever signal is coming in. That is why the CRT-70 works with the Video RAM Board, the standard

Sanyo system and the IBM. Monitors not capable of this feat are incompatible with the Sanyo unless special circuitry is constructed.

Q. *While attempting to write a program to handle interrupts from the RS-232 USART, I noticed that this causes a complete freeze of operation. Is there any chance that the Sanyo uses this interrupt (250) for operation, and that it is impossible to set up the USART for interrupt-driven input/output?*

*Douglas Kent
Laurel, MD*

A. It is both possible and desirable to write an interrupt handler to manage the data coming in from the RS-232. Two communications programs that I know of (*Term123* and *Mi-Term*) both use an interrupt handler to capture data coming in from the RS-232. Without seeing the source code to the program you are writing, I would guess that you probably have some small error in the way you are setting up the interrupt vector.

Q. *Is it possible to add a second serial port and a second parallel port to the Sanyo?*

*Ricardo Bendana
Miami, FL*

A. I don't know of a company that sells a second serial or parallel board for the Sanyo. The Sanyo has an internal

62-pin buss that resembles the IBM buss, so you could, in fact, build an interface card yourself.

Q. There are many utilities such as (CopyWrit, COPYIIPC, Backup15, etc.), available for the IBM PC, which will allow you to make backups of copy-protected software. Is there one available for the Sanyo?

Gregory Morrison
Ft. Huachuca, AZ

A. First off, let me state that I don't condone the idea of copy-protected diskettes. Hence, there would not be a need for copy programs. I have always believed in the honesty of my fellow man, and that he wouldn't pass out the software that I have worked so hard on. Of course, there are the inconsiderate few who will still give it out, protected or not.

However, some software authors feel that they should protect their hard work and copy-protect their products. I respect their right to do this.

As for a copy program for the Sanyo, I must say that I know of none.

Q. I am told by one Sanyo dealer that putting in a stronger power supply will make my Sanyo 555 run faster, such as when moving blocks in WordStar. Another has told me that the power supply has nothing to do with my

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computer's speed. What will adding a larger power supply really do?

Michael Young
Honolulu, HI

A. The power supply has nothing at all to do with the speed of your computer. The reason for putting in a larger power supply is if you have a lot of expansions, like 512K of memory, an 8087 co-processor, double-sided drives, or a video board. The Sanyo power supply is only marginally adequate with a lot of extras added on.

Q. Is there any way possible to use a color composite monitor with the Sanyo and get a color display?

William Pierce
Kitts Hill, OH

A. The Sanyo 550/555 composite video signal is only a black-and-white output. The only real way to get a color display out of the Sanyo is by using an RGB monitor.

Q. When I access the local university's VAX system via modem, I can't get graphics to appear on my screen. When I login at the university on one of the terminals, I get graphics. Is there a solution to this?

Robert Newcomb
Muncie, IN

A. The problem is that the communications software you are using doesn't support the type of terminal your local university uses. First, find out the type of terminal you use at school and then look for a communications package that supports it.

Q. I have recently purchased a Sanyo video board. When using the board, there is constant trash on the left-hand side of the screen. Also, I haven't been able to get Lotus 1-2-3 to run. The program starts to load and then the cursor moves to the upper left and the system "hangs." I am using A-OK DOS4.

Robert Wright
League City, TX

A. The constant noise on the left-hand side of the screen is a timing problem, inherent in the Sanyo video board. It is caused when the CPU and the CRT access the video memory at the same time. The reason Lotus 1-2-3 doesn't load and run is because the disk read routines are returning the wrong error codes. Because of this, the protection scheme inside of Lotus fails, which causes the system to hang.

(Tim Purves is an expert on the Sanyo 550/555 series computers and is an experienced programmer in assembly code, PASCAL, C and BASIC. He is available to answer any technical questions that the readers of SOFT SECTOR might have. All questions should be addressed to SOFT SECTOR, P.O. Box 385, Prospect, Ky. 40059)

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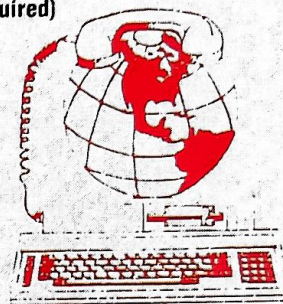
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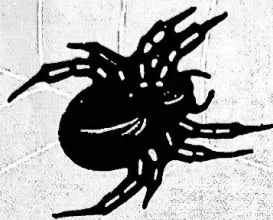
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SPIDER FOR SANYO



By Dave and Patti

The current rage among those who use computers in elementary education is the graphics-oriented language, LOGO. Students are especially intrigued by the special form of graphics used by LOGO and its cousin, PILOT — turtle graphics. This article will provide you with some tools for experimenting with turtle graphics without leaving the familiar Sanyo BASIC environment. We call our package of BASIC subroutines “spider graphics,” because the fine Sanyo graphics are more reminiscent of a spider

leaving a trail of multicolored silk than of a turtle roaming about with a pen.

In the standard graphics provided by BASIC and most other languages, all graphics objects (lines, points, circles, etc.) are located with reference to a single Cartesian coordinate system. The origin is in the upper-left corner of the screen, with the X coordinates increasing toward the right and the Y coordinates increasing toward the bottom.

In turtle graphics, objects are located with reference to an imaginary creature which itself has variable location and orientation, and does the necessary calculations to change these variables in response to programmer or user input. To draw two lines at a certain angle to one another, for example, the programmer does not have to calculate (or even design an algorithm to calculate) the Cartesian coordinate line end points which would result in the desired angle. All he has to do is have the turtle draw one line in its current direction, turn the specified number of degrees, and draw another line of the desired length. The turtle carries a selection of colored pens and can execute the various commands while holding any (or none) of these pens to the drawing surface. Various turtle senses can be

(Dave Neuendorf holds a B.S. in chemistry, an M.S. in metallurgy, and is currently employed as an extractive metallurgist. He programs in 6502 and 8086 assembler, BASIC and FORTH. Dave and his wife Patti, a computer analyst, have established a software development firm, NeuSystems. The author may be contacted at 281 Continental Dr., Pottstown, PA 19464; 215-327-2970.)

GRAPHICS

BASIC

Neuendorf

provided, allowing graphics objects to be positioned or scaled with reference to whatever is already on the screen.

The spider graphics system (Listing I) is a package of Sanyo BASIC subroutines implementing 10 turtle graphics commands. Each subroutine updates the necessary location and orientation variables so the next routine to use the spider can assume that it knows the correct current values. Like an actual turtle graphics language, the system does a good deal of trigonometry that would ordinarily have to be done by the programmer.

To use spider graphics, you need to incorporate Listing I in your BASIC program. Before any of the spider commands will work, the system must be initialized by executing all of the code up to Line 290. After initialization, the system will jump over the actual spider routines and reenter your own program.

For the time being, we suggest that you just type in and save Listing I and experiment with the short demonstration routines provided in the other listings. The demonstrations are heavily laced with REMarks, so you should be able to understand them using the listings with the spider graphics command and variable descriptions in tables I and II.

Various demonstrations may be merged with the main spider graphics program already in RAM by using the MERGE command with the appropriate demonstration filename (for example, MERGE "STARS"). These demonstrations make extensive use of looping to form interesting shapes by repeatedly varying certain aspects of the spider. Some complex shapes may be generated with only a few lines of code in this manner.

The LOOK command is by far the most complex, and requires a few special notes. Its purpose is to sight along a line from the spider's current location and find the coordinates of the first non-black pixel "seen." You will soon discover that this command is rather slow. Since the LOOKing time is proportional to the distance LOOKed, you should use it only at relatively short ranges wherever possible. Not too short, though, because LOOK disregards the first three pixels in the spider's line of sight! This feature is a compromise to prevent false readings when the line of sight is at a low angle to a colored line passing through the spider's position. You can modify this behavior, if you do not like our compromise, by changing lines 870 through 890.

There is a simple three-step process for adding your own commands to the system. First, add the command name to the list in lines 70 to 160 and assign the command a number. Write a subroutine to execute the command and insert it between lines 1610 and 2000 (RENUMbering as needed, or course). Finally, add the line number of your new subroutine to the ON/GOTO statement in Line 320. Make sure that your subroutine updates the spider's direction (TDIR, degrees clockwise from 3 o'clock) and location (TX and TY) if these values change during the execution of your routine.

A note about the graphics power of Sanyo BASIC is in order at this point. Look at the code for the ASPECT ratio toggle command in lines 1600 through 1610. This command is used to correct for the tall, narrow pixel shapes and "square up" the graphics. What could have been some complicated and voluminous programming is reduced to a simple WINDOW statement. All we have to do is tell BASIC how many world coordinate units in the Y direction (450) we want crammed into the 200 units of the screen coordinate system. BASIC then automatically adjusts every PSET or LINE statement without our giving it another thought! This is real power, and we congratulate Sanyo.

We hope you enjoy experimenting with this system. If you come up with some interesting or useful spider graphics programs or enhancements (such as extra commands), please consider sharing them with other SOFT SECTOR readers.

Table I. Spider Graphics Command Reference Sheet

The current spider location is given by TX and TY, color by TPEN.

Command Name	Description and Procedure for Use
DRAW	Draws a line from the current spider location in the current spider direc-

tion, using the current pen color. Length of the line to be drawn is found in LLEN.

COMMAND=DRAW:LLEN=37:GOSUB 320

Draws a line from the current location to a specified point. Coordinates of the destination are found in XTO and YTO.

COMMAND=DRAWTO:XTO=375:YTO=120:GOSUB 320

Plots a point at the current location.

COMMAND=PLOT:GOSUB 320

Turns the spider a specified number of degrees clockwise from the cur-

rent direction.

COMMAND=TURN:ANGLE=125:GOSUB 320

Turns the spider toward the specified coordinates.

COMMAND=TURNTO:XTO=127:YTO=11:GOSUB 320

Turns the spider straight up, or 270 degrees.

COMMAND=NORTH:GOSUB 320

Turns the spider to face a certain direction in degrees clockwise from 3 o'clock (east).

COMMAND=FACE:ANGLE=135:GOSUB 320

Finds the color (Sanyo BASIC color number) of

the point at the current location, leaves in variable TCOLOR.

COMMAND=FEEL:GOSUB 320

Searches a line from the current location, in the current direction, for the first non-black pixel. If one is found, leaves the color in TCOLOR and coordinates in XTO and YTO. If none, leaves the coordinates of the intersection with the boundary in XTO and YTO, and TCOLOR equals zero.

COMMAND=LOOK:GOSUB 320

Toggles the aspect ratio adjustment. YES equals on, NO equals off.

COMMAND=ASPECT:TOGGLE=ON:GOSUB 320

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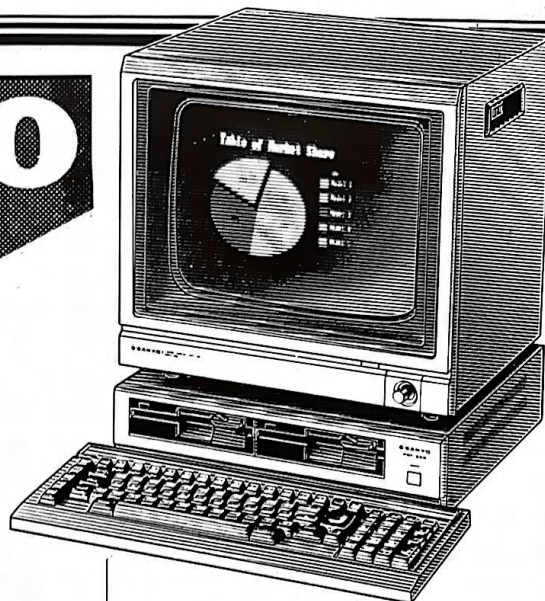
Table II. Spider Graphics User Variable Reference Sheet

Variable Name	Description
TPEN	Current spider pen color; set in your spider graphics program. Values available are BLACK, BLUE, GREEN, CYAN, RED, MAGENTA, YELLOW, WHITE and UP (no color). Example: TPEN=MAGENTA
TX, TY	Current spider location. Can be set in your program; automatically set by any spider graphics command which moves the spider.
XTO, YTO	Specifies destination coordinates for several spider graphics commands. Can be set in your program; automatically set by DRAW and LOOK.
ANGLE	Degrees clockwise from 3 o'clock (east) to TURN or FACE the spider.
LLEN	Length of line to draw; set by spider programmer.
TOGGLE	Tells ASPECT whether to turn itself on (YES) or off (NO). Set by spider programmer. May be used for any other YES/NO commands you may design.

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Listing 1: SPIDER.BAS

```

10 REM *** SANYO BASIC SPIDER GRAPHICS SUBROUTINE PACKAGE *****
20 REM *** by Dave Neuendorf, Neu Systems, March 1985 *****
30 REM *****
40 TODEGR=180/3.14159:REM *** Radians to degrees conversion factor *****
50 TX=0:TY=0:TDIR=0:TPEN=8:REM *** TPEN = pen color. Spider coordinates are ***
60 REM in Sanyo BASIC world or screen coordinate systems. *****
70 DRAWTO =1:REM *** Go to XTO,YTO *****
80 DRAW =2:REM Draw line of length LLEN in current direction.
90 TURNTO =3:REM Turn toward XTO,YTO.
100 TURN =4:REM Turn ANGLE degrees clockwise.
110 NORTH =5:REM Turn straight up.
120 FACE =6:REM Turn to ANGLE degrees clockwise from east.
130 PLOT =7:REM Plot a point at current location in current color.
140 LOOK =8:REM Find coord. of 1st non-black pixel in current dir.
150 FEEL =9:REM Find color of pixel at current location.
160 ASPECT=10:REM *** Turn aspect ratio adjustment on & off. *****
170 YES=1:NO=0:YLIM=199:REM *** Used by aspect ratio command. *****
180 REM
190 BLACK =0:REM *** Color specification variables. *****
200 BLUE =1
210 GREEN =2
220 CYAN =3
230 RED =4
240 MAGENTA=5
250 YELLOW =6
260 WHITE =7
270 UP =8:REM *** TPEN >7 = pen up. *****
280 REM
290 GOTO 2000
300 REM *** Spider command definitions. *****
310 REM
320 ON COMMAND GOTO 360,400,460,520,560,580,600,620,1550,1600
330 REM
340 REM *****
350 REM
360 IF TPEN>7 THEN 380:REM *** DRAWTO command *****
370 LINE(TX,TY)-(XTO,YTO),TPEN
380 TX=XTO:TY=YTO:RETURN
390 REM
400 A=TDIR/TODEGR:REM *** DRAW command *****
410 XTO=TX+LLEN*COS(A):YTO=TY+LLEN*SIN(A)

```

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420 IF TPEN>7 THEN 440
430 LINE(TX,TY)-(XTO,YTO),TPEN
440 TX=XTO:TY=YTO:RETURN
450 REM
460 IF XTO<>TX THEN 480:REM *** TURNTO command *****
470 TDIR=ATN((YTO-TY)/.01):GOTO 490
480 TDIR=ATN((YTO-TY)/(XTO-TX))
490 TDIR=TDIR*TODEGR:RETURN
500 RETURN
510 REM
520 TDIR=TDIR+ANGLE:REM *** TURN command *****
530 IF TDIR>360 THEN TDIR=TDIR-360
540 RETURN
550 REM
560 TDIR=-90:RETURN:REM *** NORTH command *****
570 REM
580 TDIR=ANGLE:RETURN:REM *** FACE command *****
590 REM
600 PSET(TX,TY),TPEN:RETURN:REM *** PLOT command *****
610 REM
620 REM
630 IF TDIR=90 THEN XTO=TX:YTO=YLim:GOTO 840:REM *** LOOK command *****
640 IF TDIR=270 THEN XTO=TX:YTO=0:GOTO 840:REM *** Find where the present **
650 REM *** course intersects with the edge of the screen. *****
660 A1=TDIR/TODEGR:IF A1=0 THEN A1=.01:REM *** Don't allow division by zero. **
670 X1=TX-TY/(TAN(A1)):X2=TX+(YLim-TY)/(TAN(A1)):REM *** Edge coord. equations
680 Y1=TY-(TAN(A1))*TX:Y2=TY+(TAN(A1))*(639-TX):REM *** for var. quadrants. **
690 IF TDIR>=0 AND TDIR<=90 THEN 750:REM *** 1st quadrant.
700 IF TDIR>=90 AND TDIR<=180 THEN 780:REM *** 2nd quadrant.
710 IF TDIR>=180 AND TDIR<=270 THEN 810:REM *** 3rd quadrant.
720 XTO=X1:YTO=Y2:REM *** 4th quadrant.
730 IF XTO>639 THEN XTO=639:GOTO 840
740 IF YTO<0 THEN YTO=0:GOTO 840
750 XTO=X2:YTO=Y2
760 IF XTO>639 THEN XTO=639:GOTO 840
770 IF YTO>YLim THEN YTO=YLim:GOTO 840
780 XTO=X2:YTO=Y1
790 IF XTO<0 THEN XTO=0:GOTO 840
800 IF YTO>YLim THEN YTO=YLim:GOTO 840
810 XTO=X1:YTO=Y1
820 IF XTO<0 THEN XTO=0:GOTO 840
830 IF YTO<0 THEN YTO=0
840 REM *** Found intersection of course & edge, now look for pixels. *****
850 IF YLim>199 THEN YTO=POINT(YTO,1):REM *** Convert to screen coord's. *****
860 IF YLim>199 THEN TY=POINT(TY,1)
870 DXSAVE=XTO:DYSAVE=YTO:LSAVE=LLEN
880 XSAVE=TX:YSAVE=TY:COMMAND=DRAW:PSAVE=TPEN:TPEN=8:LLEN=3:GOSUB 320
890 XTO=DXSAVE:YTO=DYSAVE:LLEN=LSAVE
900 IF TX>=639 OR TX<=0 OR TY>=199 OR TY<=0 THEN TColor=0:GOTO 1510
910 IF ABS(XTO-TX)<.01 THEN 980
920 IF ABS(YTO-TY)>.01 THEN 1030
930 FX=XTO-TX:FOR DX=SGN(FX) TO FX STEP SGN(FX):REM *** Look horizontally. ****
940 TColor=COLOR(TX+DX,TY)
950 IF TColor>0 THEN XTO=TX+DX:DX=SGN(FX)*(1+ABS(FX))
960 NEXT DX
970 GOTO 1510
980 FY=YTO-TY:FOR DY=SGN(FY) TO FY STEP SGN(FY):REM *** Look vertically. *****
990 TColor=COLOR(TX,TY+DY)
1000 IF TColor>0 THEN YTO=TY+DY:DY=FY

```



```

1010 NEXT DY
1020 GOTO 1510
1030 FX=XTO-TX:FY=YTO-TY:REM *** Look any other direction. *****
1040 IF ABS(FX-FY)>.01 THEN 1100
1050 FOR DX=SGN(FX) TO FX STEP SGN(FX):REM *** Look along diagonal lines. *****
1060 TCOLOR=COLOR(TX+DX,TY+SGN(FY)*ABS(DX))
1070 IF TCOLOR>0 THEN XTO=TX+DX:YTO=TY+SGN(FY)*ABS(DX):DX=SGN(FX)*(1+ABS(FX))
1080 NEXT DX
1090 GOTO 1510
1100 IF (TDIR>45 AND TDIR<135) OR (TDIR>225 AND TDIR<315) THEN 1300
1110 FXSGN=SGN(FX):FYSGN=SGN(FY):FXABS=ABS(FX):FYABS=ABS(FY)
1120 PRATIO=ABS(FX/FY):XADD=FXSGN*PRATIO:IX=0:REM *** X changing faster than Y
1130 FOR DY=FYSGN TO FY STEP FYSGN
1140 FOR DX=FXSGN TO FXSGN*INT(ABS(XADD)) STEP FXSGN
1150 IX=IX+FXSGN
1160 IF ABS(IX)>FXABS THEN 1190
1170 TCOLOR=COLOR(TX+IX,TY+DY)
1180 IF ABS(IX+FXSGN) <=FXABS THEN 1200
1190 DX=FXSGN*INT(ABS(XADD)):GOTO 1210
1200 FLAG=0:IF TCOLOR=0 THEN FLAG=1:TCOLOR=COLOR(TX+IX+FXSGN,TY+DY)
1210 IF TCOLOR=0 THEN 1240
1220 XTO=TX+IX:YTO=TY+DY:DX=FXSGN*INT(ABS(XADD)):DY=FY
1230 IF FLAG=1 THEN XTO=XTO+FXSGN
1240 NEXT DX
1250 IF ABS(DY+FYSGN) <= FYABS THEN 1270
1260 DY=FY
1270 XADD=XADD-FXSGN*INT(ABS(XADD))+FXSGN*PRATIO
1280 NEXT DY
1290 GOTO 1510
1300 FXSGN=SGN(FX):FYSGN=SGN(FY):FXABS=ABS(FX):FYABS=ABS(FY)
1310 PRATIO=ABS(FY/FX):YADD=FYSGN*PRATIO:IY=0:REM *** Y changing faster than X
1320 FOR DX=FXSGN TO FX STEP FXSGN
1330 FOR DY=FYSGN TO FYSGN*INT(ABS(YADD)) STEP FYSGN
1340 IY=IY+FYSGN
1350 IF ABS(IY)>FYABS THEN 1380
1360 TCOLOR=COLOR(TX+DX,TY+IY)
1370 IF ABS(IY+FYSGN)<=FYABS THEN 1390
1380 DY=FYSGN*INT(ABS(YADD)):GOTO 1420
1390 FLAG=0:IF TCOLOR=0 THEN FLAG=1:TCOLOR=COLOR(TX+DX,TY+IY+FYSGN)
1400 IF ABS(DX+FXSGN)>FXABS THEN 1420
1410 IF TCOLOR=0 THEN FLAG=2:TCOLOR=COLOR(TX+DX,TY+IY-FYSGN)
1420 IF TCOLOR=0 THEN 1460
1430 XTO=TX+DX:YTO=TY+IY:DX=FX:DY=FYSGN*INT(ABS(YADD))
1440 IF FLAG=1 THEN YTO=YTO+FYSGN
1450 IF FLAG=2 THEN YTO=YTO-FYSGN
1460 NEXT DY
1470 IF ABS(DX+FXSGN) <= FXABS THEN 1490
1480 DX=FX
1490 YADD=YADD-FYSGN*INT(ABS(YADD))+FYSGN*PRATIO
1500 NEXT DX
1510 IF YLIM>199 THEN YTO=POINT(YTO,3):REM *** Convert to world coord's. *****
1520 TX=XSAVE:TY=YSAVE:TPEN=PSAVE
1530 IF YLIM>199 THEN TY=POINT(TY,3)
1540 RETURN
1550 REM *** FEEL command. *****
1560 IF YLIM>199 THEN TY=POINT(TY,1):REM *** Convert to screen coord's. *****
1570 TCOLOR=COLOR(TX,TY)
1580 IF YLIM>199 THEN TY=POINT(TY,3):REM *** Back to world coord's. *****
1590 RETURN

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```

1600 IF TOGGLE=YES THEN YLIM=450 ELSE YLIM=199:REM *** Set aspect ratio. *****
1610 WINDOW(0,0)-(639,YLIM+1):RETURN
2000 REM *** Spider graphics programs using the subroutines start here. *****

```

Listing 2: WEBS.BAS

```

2000 REM *** Spider graphics programs using the subroutines start here. *****
2010 REM >>>>>>>>> WEBS DEMONSTRATION by Patti Neuendorf <<<<<<<<<<
2020 REM >>> Turn on the aspect ratio to make square.
2030 COMMAND=ASPECT:TOGGLE=YES:GOSUB 320
2040 REM >>> Draw webs with from 4 to 8 sides.
2050 FOR STRANDS=4 TO 8:CLS:TPEN=RED
2060 REM >>> The angle between the base strands will vary with the number
2070 REM      of sides.
2080 LLEN=200:FOR ANGLE=0 TO 359 STEP 360/STRANDS:TX=300:TY=200
2090 REM >>> Turn the spider and draw each of the base strands radiating
2100 REM      out from the center.
2110 COMMAND=FACE:GOSUB 320:COMMAND=DRAW:GOSUB 320:NEXT ANGLE
2120 REM >>> Position the spider along one of the base strands facing the
2130 REM      proper direction.
2140 COMMAND=FACE:ANGLE=90-180/STRANDS:GOSUB 320:TX=300:TY=200
2150 REM >>> The angle between sides will vary with the number of sides.
2160 ANGLE=360/STRANDS
2170 REM >>> Draw seven concentric cross strands.
2180 FOR SSTEP=1 TO 7
2190 REM >>> Each cross strand will start 20 pixels farther out and be a new
2200 REM      color.
2210 TX=TX+20:FOR WEB= 1 TO STRANDS:TPEN=SSTEP
2220 REM >>> For each side of a cross strand, turn the spider, look for
2230 REM      the next base strand, and draw a line to it.
2240 COMMAND=TURN:GOSUB 320:COMMAND=LOOK:GOSUB 320:COMMAND=DRAWTO:GOSUB 320
2250 NEXT WEB:NEXT SSTEP
2260 REM >>> Prompt for a keystroke between each complete web.
2270 PRINT "?"
2280 Y$=INKEY$:IF Y$="" THEN 2280
2290 NEXT STRANDS

```

Listing 3: POLYGONS.BAS

```

2000 REM *** Spider graphics programs using the subroutines start here. *****
2010 REM >>>>>>>>> SPIRALING POLYGONS DEMONSTRATION by Patti Neuendorf <<<<<<<
2020 REM >>> Turn on the aspect ratio
2030 COMMAND=ASPECT:TOGGLE=YES:GOSUB 320
2040 REM >>> Draw polygons with angles ranging from 90 to 0 degrees by 5
2050 REM      degrees (the spider will turn the complementing angle).
2060 FOR TANGLE=90 TO 180 STEP 5
2070 REM >>> Always start with the spider facing East.
2080 COMMAND=FACE:ANGLE=0:GOSUB 320
2090 REM >>> Make the sides larger for the polygons with more sides.
2100 LLEN=200:IF TANGLE>120 THEN LLEN=300
2110 REM >>> Clear the screen for each new polygon and reset the starting
2120 REM      position. Draw up to 100 spiraling sides.
2130 CLS:TX=425:TY=150:FOR SIDE=1 TO 100
2140 REM >>> Turn the spider "tangle" degrees for each side.
2150 COMMAND=TURN:ANGLE=TANGLE:GOSUB 320
2160 REM >>> TPEN cycles from 1 to 7 {SIDE-7*INT(SIDE/7) gives the remainder
2170 REM      of SIDE/7}.
2180 TPEN=SIDE-7*INT(SIDE/7)+1
2190 REM >>> Draw a side, then decrease the length until it goes negative.
2200 COMMAND=DRAW:LLEN=LLEN-3:IF LLEN>0 THEN GOSUB 320

```



```

221Ø NEXT SIDE
222Ø REM >>> Prompt for a keystroke between polygons.
223Ø PRINT "?"
224Ø Y$=INKEY$:IF Y$="" THEN 224Ø
225Ø NEXT TANGLE

```

Listing 4: FLOWERS.BAS

```

2ØØØ REM *** Spider graphics programs using the subroutines start here. *****
2Ø1Ø REM >>>>>>>>> FLOWER DEMONSTRATION by Patti Neuendorf <<<<<<<<<<
2Ø2Ø REM >>> Turn on the aspect ratio.
2Ø3Ø COMMAND=ASPECT:TOGGLE=YES:GOSUB 32Ø
2Ø4Ø REM >>> Set starting location, length and color.
2Ø5Ø FTX=325:FTY=299:FLLEN=3Ø:FTPEN=BLUE
2Ø6Ø REM >>> Set up an array to adjust the nested Y-coordinates.
2Ø7Ø DIM CORRY(12):CORRY(1)=Ø:CORRY(2)=Ø:CORRY(3)=1:CORRY(4)=1.5:CORRY(5)=2
2Ø8Ø CORRY(6)=3.5:CORRY(7)=4:CORRY(8)=4.5:CORRY(9)=5:CORRY(1Ø)=5.75
2Ø9Ø CORRY(11)=6:CORRY(12)=7
21ØØ REM >>> Draw flowers with from 2 to 12 petals; clear the screen between
211Ø REM     each flower; and draw 6 nested lines in each petal.
212Ø FOR ZZZ=2 TO 12:CLS:FOR QQQ=Ø TO 6
213Ø REM >>> Shift the starting location, length, and color for each nested
214Ø REM     line in each petal.
215Ø TX=FTX-QQQ*2:TY=FTY-QQQ*CORRY(ZZZ):LLEN=FLLEN-QQQ*4:TPEN=FTPEN+QQQ
216Ø REM >>> Orient the spider for each petal.
217Ø FOR YYY=Ø TO ZZZ-1
218Ø COMMAND=FACE:ANGLE=Ø:GOSUB 32Ø
219Ø COMMAND=TURN:ANGLE=YYY*36Ø/ZZZ:GOSUB 32Ø
22ØØ REM >>> Draw 5 sides for each nested line of the petal.
221Ø FOR XXX=1 TO 5
222Ø COMMAND=TURN:ANGLE=6Ø:GOSUB 32Ø
223Ø COMMAND=DRAW:GOSUB 32Ø
224Ø NEXT XXX:NEXT YYY:NEXT QQQ
225Ø REM >>> Prompt for a keystroke between flowers.
226Ø PRINT "?"
227Ø Y$=INKEY$:IF Y$="" THEN 227Ø
228Ø NEXT ZZZ

```

Listing 5: STAR.BAS

```

2ØØØ REM *** Spider graphics programs using the subroutines start here. *****
2Ø1Ø REM >>>>>>>>> STARS DEMONSTRATION by Patti Neuendorf <<<<<<<<<<
2Ø2Ø REM >>>>> TRANSLATION, ROTATION, SCALING, AND RANDOMNESS <<<<<
2Ø3Ø REM >>> Turn on the aspect ratio.
2Ø4Ø COMMAND=ASPECT:TOGGLE=YES:GOSUB 32Ø
2Ø5Ø REM >>> Set base values to be randomized; clear screen.
2Ø6Ø BLEN=1ØØ:BTX=4ØØ:BTY=25Ø:BTPEN=6:BANGLE=18Ø:CLS
2Ø7Ø REM >>> Randomize location, length, color, and angle.
2Ø8Ø TX=BTX*RND+1ØØ:TY=BTY*RND+1ØØ:LLEN=BLEN*RND
2Ø9Ø TPEN=BTPEN*RND+1:ANGLE=BANGLE*RND
21ØØ REM >>> Orient the spider.
211Ø COMMAND=FACE:GOSUB 32Ø
212Ø REM >>> Draw the star.
213Ø ANGLE=144:FOR SIDE = 1 TO 5
214Ø COMMAND=DRAW:GOSUB 32Ø:COMMAND=TURN:GOSUB 32Ø
215Ø NEXT SIDE
216Ø REM >>> Prompt for a keystroke to add another star.
217Ø Y$=INKEY$:IF Y$="" THEN 217Ø
218Ø IF Y$="x" THEN END
219Ø GOTO 2Ø8Ø

```



This could very well be the last BASIC listing that you ever have to 'hunt and peck.'

The Typing Teacher

By Leonard Hyre

At last, I have a couple of hours to play (make that "work") on the Sanyo. I'll just get the latest copy of *SOFT SECTOR* and type in that 12-page super does-everything-in-the-world program I read about. Now, let's see:

```
1 FOR X = 1 TO 1000
```

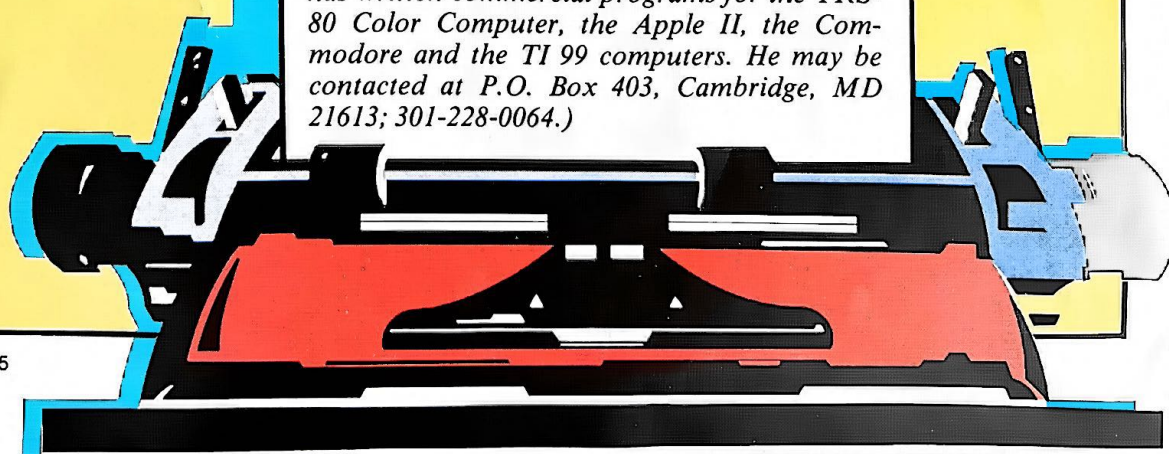
Now where is that 'X' key today? Yesterday it was somewhere down here in the bottom row. Oh well, forget it! I'll be spending the next two years here at this rate.

If this sounds familiar to you, or if there is somebody else you can think of who might benefit from increased typing skills, then *Typing Teacher* should be of interest to you. Typing is a skill which adds much to the computer hobbyist's enjoyment, since we spend so much time banging on the keys. For students, typing is a "must have" skill for top-notch work. Best of all, typing is a skill which, like swimming, is not forgotten once mastered.

I have tried to keep the screen format of *Typing Teacher* attractive while, at the same time, easy to work on. Luckily, the Sanyo 550/555 is extremely cooperative, allowing us to put high resolution graphics and 80-column text on the same screen. Using *SYMBOL* to format titles and such makes for first-class displays for both novice and expert programmers alike.

When *Typing Teacher* first comes up, a title screen and a graphics representation of the keyboard layout are presented. The keyboard features highlighted "home keys" and an "on" indicator for the LOCK key (a reminder of what the program expects). In a few seconds, the title disappears and is replaced by a selection menu. The keyboard display remains on the screen all the time.

(Leonard Hyre works as a claims representative for the Social Security Administration. He has written several articles for THE RAINBOW and has written commercial programs for the TRS-80 Color Computer, the Apple II, the Commodore and the TI 99 computers. He may be contacted at P.O. Box 403, Cambridge, MD 21613; 301-228-0064.)



The would-be typist may choose from four different exercises or the on-screen explanation of some of the goals and features of the program. It is suggested that you stay with selection one (Beginner) until you become comfortable with the idea of leaving your finger tips resting on the home keys (highlighted in red).

Learning to type is a satisfying experience in its own right, and no scores or levels are required to make you feel good. Also, I have not emphasized speed typing. If you don't know where the keys are, it doesn't matter whether you are fast or slow. Learn the keyboard and the speed will come along by itself. One rule which cannot be over emphasized is this: Keep your eyes on the screen display, not on the actual keyboard.

As for programming style, the *Typing Teacher* is relatively straightforward

with nothing to boggle the mind of the average programmer. The beginning of the program is used to set up some housekeeping (DIM statements, etc.) and put up a title. I must admit I have a tendency to get a bit exotic with titles, so bear with me. From here, we GOSUB down to Line 1090 and draw in the keyboard.

After the menu is displayed by lines 220 to 290, the user directs flow of the program. Menu selections one and two share the same basic control routines, called by Line 300 and encompassing lines 850 through 1000. Selections three and four use totally independent routines for their respective tasks. Word practice is handled by lines 320 to 480 and "Phrases & Sentences" utilize lines 490 to 630. There is also a "Graduation" award at lines 1020 to 1070 for those completing 24 correct phrases.

If you wish to add extra exercises or

change existing ones, it is a simple task. Just add the information in the proper place in the DATA statements (lines 1300 through 1370) and be careful to change the appropriate READ in Line 1300.

I hope you enjoy *Typing Teacher* as much as I have enjoyed writing and presenting it. If you don't want to type the program in, remember that you can get it on SOFT SECTOR ON DISK, or if you prefer, just send me \$7 at the address in the capsule bio and I'll send you a copy on disk.

Editor's Note: The graphics characters in lines 1190 to 1290 of the listing are generated by pressing the GRAPH key in conjunction with the proper key for that symbol. The keyboard locations of the graphics characters may be found on Page 1-18 of your Sanyo Operator's Guide.

The listing: TYPING.BAS

```

10 *****
20 *
30 *          TYPING  TEACHER
40 *          by Leonard Hyre
50 *    PO Bx 403 Cambridge MD 21613
60 *
70 *          1-301-228-0064
80 *    For users of the SANYO 550/555
90 *****
95 ' *** SET UP HOUSEKEEPING AND TITLE SCREEN ***
100 DEFINT A-Z
110 DIM T$(14),A$(36),B$(36),C$(18),D$(12)
120 FOR DT=1 TO 14:READ T$(DT):NEXT
130 Y=35:YY=575:ZZ=33
140 DATA T,Y,P,I,N,G,-,T,E,A,C,H,E,R
150 COLOR 6,0:CLS
160 FOR TI=1 TO 14:LOCATE 1,ZZ,0:PRINT T$(TI):ZZ=ZZ+1:C=INT(RND(1)*6)+1:SYMBOL(Y
,30),T$(TI),3,3,C,0:Y=Y+40:SYMBOL(YY,80),T$(TI),3,3,C,2:YY=YY-40:OUT &H38,50:NEX
T
170 LOCATE 2,32:COLOR 3:PRINT"by Leonard Hyre"
180 GOSUB 1180
190 GOSUB 1410
200 FOR DL=1 TO 1200:NEXT
210 GOSUB 1380
220 '*** MENU DISPLAY ***
230 LOCATE 1,36:COLOR 6:PRINT"The MENU-";
240 LOCATE 2,36:PRINT"*****"
250 LOCATE 4,30:PRINT"1> Beginner Exercises":LOCATE 5,30:PRINT"2> Advanced Excer
cises":LOCATE 6,30:PRINT"3> Word Practice":LOCATE 7,30:PRINT"4> Full Phrases and
Sentences":LOCATE 8,30:PRINT"5> Instructions/Background
260 LOCATE 10,30:PRINT"Enter NUMBER of Choice?"
270 CH$=INKEY$:IF CH$="" THEN 270
280 IF VAL(CH$)<1 OR VAL(CH$)>5 THEN 270
290 GOSUB 1380
300 ON VAL(CH$) GOTO 320,320,350,530,690

```



```

310 **** THIS ROUTINE CALLS SUB SHARED BY SELECTIONS 1 AND 2
320 FOR E=1 TO 36:GOSUB 910:NEXT
330 GOTO 210
340 **** ROUTINE FOR SELECTION 3 - WORD PRACTICE ***
350 COLOR 6:LOCATE 1,1:PRINT"WORD PRACTICE....":LOCATE 1,60:COLOR 4:PRINT"'?'at
prompt = MENU.":COLOR 7:PRINT STRING$(80,239);
360 LOCATE 5,66:COLOR 2:PRINT"DON'T WORRY":LOCATE 6,66:PRINT"ABOUT SPEED"
370 LOCATE 10,7:COLOR 1,7:PRINT"    Repeat These Word Exercises Until You Can Typ
e Them Smoothly.    ":COLOR 6,0
380 FOR E=1 TO 18
390 COLOR 6:LOCATE 4,1:PRINT"Here is your word....";C$(E)
400 LOCATE 5,12:PRINT"TYPE....";
410 INPUT AN$
420 IF AN$=CHR$(&H3F) THEN GOTO 210
430 IF AN$<>C$(E) THEN LOCATE 6,37:COLOR 4:PRINT"ERROR!":BEEP:FOR DL=1 TO 200:NE
XT:LOCATE 6,37:PRINT SPACE$(6):COLOR 6
440 LOCATE 4,13:PRINT SPACE$(20):LOCATE 5,12:PRINT SPACE$(20)
450 GOSUB 1500
460 NEXT E
470 LOCATE 7,1:COLOR 7:PRINT"Choose: <R>edo words          <M>enu"
480 AX$=INKEY$:IF AX$=""THEN 480
490 LOCATE 7,1:PRINT SPACE$(60):BEEP
500 IF AX$="r" OR AX$="R" THEN 350
510 IF AX$<>"r"OR AX$<>"R"THEN 210
520 **** ROUTINE FOR SELECTION 4 - PHRASES AND SENTENCES ***
530 LOCATE 1,1:COLOR 3:PRINT"PHRASE and SENTENCE ACCURACY....":COLOR 4:LOCATE 1,
60:PRINT"'?'at prompt = MENU":TC=0
540 PRINT STRING$(80,239)
550 LOCATE 10,30:COLOR 2:PRINT"24 CORRECT REQUIRED";:COLOR 3:LOCATE 11,34:PRINT"
Correct=";:COLOR 6:PRINT TC;
560 FOR E=1 TO 12
570 LOCATE 4,1:COLOR 6:PRINT"YOUR PHRASE IS.....";:COLOR 7:PRINT D$(E)
580 LOCATE 5,66:COLOR 2:PRINT"DON'T WORRY"
590 LOCATE 6,66:PRINT"ABOUT SPEED":COLOR 6
600 LOCATE 5,10:COLOR 6:PRINT"TYPE....";:INPUT AN$
610 IF AN$=CHR$(&H3F) THEN 210
620 IF AN$=D$(E) THEN TC=TC+1:GOSUB 1500:IF TC=24 THEN 1090 ELSE 640
630 LOCATE 6,37:COLOR 4:PRINT"ERROR!":BEEP:FOR DL=1 TO 280:NEXT:LOCATE 6,37:PRIN
T SPACE$(6):COLOR 6
640 LOCATE 4,1:PRINT SPACE$(60):LOCATE 5,1:PRINT SPACE$(60)
650 LOCATE 11,42:PRINT TC
660 NEXT E
670 IF TC<24 THEN 560
680 **** ROUTINE FOR SELECTION 5 - INSTRUCTIONS AND BACKGROUND ***
690 LOCATE 1,1:COLOR 3:PRINT"INSTRUCTIONS and BACKGROUND....."
700 LOCATE 2,1:COLOR 4:PRINT STRING$(80,239)
710 LOCATE 3,4:COLOR 6:PRINT"This program is designed to give you a number of ba
sic exercises to get you started on the way to becoming a capable typist.";
720 PRINT" The emphasis is on accuracy,    rather than speed. The speed should co
me naturally with time."
730 COLOR 7:LOCATE 6,28:PRINT"*****":LOCATE 7,28:PR
INT"*    FOLLOW THESE GUIDELINES:    *"
740 LOCATE 8,28:PRINT"*    1> Keep fingers on HOME keys    *"
750 LOCATE 9,28:PRINT"*    2> Start at BEGINNER series    *"
760 LOCATE 10,28:PRINT"*    3> Keep eyes on the 'SCREEN'    *"
770 LOCATE 11,28:PRINT"*****"
780 LOCATE 12,1:COLOR 2:PRINT"PRESS ANY KEY TO CONTINUE..."
790 AK$=INKEY$:IF AK$=""THEN 790
800 FOR SWIPE=3 TO 12:LOCATE SWIPE,1:PRINT STRING$(80," ");:OUT &H38,100:NEXT

```



```

810 COLOR 6:LOCATE 3,1:PRINT"There are several features that should be noted by
the new user."
820 COLOR 2:PRINT"          1> On Screen Keyboard Layout For Reference."
830 PRINT"          A. Home Keys Are Highlighted In ";COLOR 4:PRINT"RED.":COLOR 2
840 PRINT"          B. Caps Lock Key Is Shown 'ON' As Reminder."
850 PRINT"          2> At Any Prompt You May Type '?' To Return To Main Menu."
860 PRINT"          3> There Is No Formal Lesson Plan. Work at your own pace."
870 COLOR 2:LOCATE 11,1:PRINT"PRESS ANY KEY TO CONTINUE...."
880 AK$=INKEY$:IF AK$=""THEN 880
890 GOTO 210
900 '*** BODY OF ROUTINE FOR SELECTIONS 1 AND 2 ***
910 TI=0:COLOR 3:LOCATE 1,1:IF VAL(CH$)=1 THEN PRINT"BEGINNERS EXERCISES...."ELS
E PRINT"ADVANCED EXERCISES...."
920 LOCATE 1,60:COLOR 4:PRINT"'?' at prompt = MENU.":COLOR 7:PRINT STRING$(80,23
9);
930 LOCATE 4,1:COLOR 6:PRINT"HERE IS YOUR EXERCISE...."
940 LOCATE 10,23:COLOR 2:PRINT"Type Each Exercise Correctly 4 Times."
950 IF VAL(CH$)=1 THEN LOCATE 4,26:PRINT CHR$(&HDD)+A$(E)+CHR$(&HDE)
960 IF VAL(CH$)=2 THEN LOCATE 4,26:PRINT CHR$(&HDD)+B$(E)+CHR$(&HDE)
970 LOCATE 4,62:PRINT"TIMES PERFECT: ";TI
980 LOCATE 5,17:PRINT"TYPE....";:INPUT AN$
990 IF AN$=CHR$(&H3F) THEN GOTO 210
1000 IF VAL(CH$)=1 AND AN$=A$(E) THEN TI=TI+1 ELSE IF VAL(CH$)=2 AND AN$=B$(E) T
HEN TI=TI+1
1010 IF AN$=A$(E) OR AN$=B$(E) THEN LOCATE 4,77:PRINT TI;:OUT &H38,100
1020 IF VAL(CH$)=1 AND AN$<>A$(E) THEN LOCATE 6,37:COLOR 4:PRINT"ERROR!":BEEP:FO
R DL=1 TO 200:NEXT:LOCATE 6,37:PRINT SPACE$(6):COLOR 2
1030 IF VAL(CH$)=2 AND AN$<>B$(E) THEN LOCATE 6,37:COLOR 4:PRINT"ERROR!":BEEP:FO
R DL=1 TO 200:NEXT:LOCATE 6,37:PRINT SPACE$(6):COLOR 6
1040 LOCATE 5,17:PRINT SPACE$(20);
1050 IF TI< 4 THEN 980
1060 IF TI=4 THEN GOSUB 1500
1070 RETURN
1080 '*** GRADUATION AWARD ***
1090 GOSUB 1500:GOSUB 1380
1100 CIRCLE(330,45),60,,,6:PAINT(330,45),6,6
1110 LINE(340,65)-(360,95),1:LINE-(300,95),1:LINE-(320,65),1:LINE-(340,65),1
1120 PAINT(350,88),1,1
1130 LINE(290,30)-(365,65),4,B
1140 LOCATE 5,39:COLOR 4,6:PRINT"TYPING":LOCATE 6,39:PRINT"SCHOOL":COLOR 0,6:LOC
ATE 7,38:PRINT"GRADUATE"
1150 SYMBOL(150,8),"CONGRATULATIONS GRADUATE",2,2,5,0
1160 GOTO 1160
1170 '*** DRAW THE ON SCREEN KEYBOARD DISPLAY ***

```

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```

118Ø LOCATE 14,1
119Ø PRINT"
    =
120Ø PRINT"
    bk|
121Ø PRINT"
    =
122Ø PRINT"
    |pf2| |tab-key| Q| W| E| R| T| Y| U| I| O| P| [ | ]|   || 7| 8| 9|
    -|
123Ø PRINT"
    =
124Ø PRINT"
    |pf3| |control| A| S| D| F| G| H| J| K| L| ;| ' | `| <| 4| 5| 6|
    ||+
125Ø PRINT"
    =
126Ø PRINT"
    |pf4| |shift| <| Z| X| C| V| B| N| M| ,| .| /| *| s| h| 1| 2| 3|
    ||
127Ø PRINT"
    <||
128Ø PRINT"
    |pf5|           || 0|00| .|
    ||
129Ø PRINT"
    =
130Ø LINE(Ø,1Ø2)-(62Ø,191),3,B:PAINT(2,1Ø4),3,3
131Ø OV=147:DN=144
132Ø FOR TM=1 TO 4:PAINT(OV,DN),4,3:OV=OV+25:NEXT
133Ø OV=292:DN=144
134Ø FOR TM=1 TO 4:PAINT(OV,DN),4,3:OV=OV+25:NEXT

```

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```

1350 CIRCLE(155,183),3,,,4:PAINT(155,183),4,4
1360 RETURN
1370 '*** WIPE THE TOP HALF OF THE SCREEN CLEAN ***
1380 FOR WIPE=1 TO 12:LOCATE WIPE,1:OUT &H38,12:PRINT SPACE$(80);:NEXT
1390 RETURN
1400 '*** DATA FOR EXERCISES READ IN FROM HERE ***
1410 FOR X=1 TO 36:READ A$(X):NEXT:FOR X=1 TO 36:READ B$(X):NEXT:FOR X=1 TO 18:R
EAD C$(X):NEXT:FOR X= 1 TO 12:READ D$(X):NEXT
1420 DATA SFAD,FADS,KJL;,J;LK,GHTU,UGHT,WEVN,VEWQ,INOP,PINO,ZXTR,BRNY,CLOS,SEKP,
TYUI,REOP,MVWH,DALK,VBNC,ZXCV,DEKI,AIAI,SUEA,QWOI,KSDJ,FDSA,JKLO,QWTR,OICN,NOQZ,
HG;A,SLKD,YTOW,QOEI,ERLM,PSTR
1430 DATA A1S2,D3F5,T4Y5,7K86,POQW,D3L0,J5K1,0932,D012,PCB4,CR45,USA0,Z021,MO3D,
L009,DR13,PR3V,ZPR6,NHU8,H0DX,XYP3,01CE,NL90,SL02,P03C,X09E,MOT5,9371,C0Z3, FH03,
DX34,NL90,HNLZ,ZN37,CDE3,LKN8
1440 DATA DOWNTOWN,EVERYDAY,ANTICIPATE,MERIDIAN,MAXIMUM,IMITATE,ZESTFUL,UNDERSTA
ND,OVERCOME
1450 DATA MEANINGFUL,XYLOPHONE,SCHOOLING,PHOTOGRAPH,EXONERATE,INTERFACE,COMPUTER
,GREATEST,MAGAZINE
1460 DATA NOW IS THE TIME FOR ALL GOOD MEN,EVERY GOOD BOY WILL HAVE HIS DAY,THER
E IS NOTHING STOPPING ME NOW,ROSES ARE RED-VIOLETS ARE VIOLET,MANY A GOOD MAN HA
S GONE ASTRAY,I LOVE TO TYPE WITH MY OWN SANYO,THE SLY FOX WILL GET THE CHICKEN
1470 DATA COMPUTERS ARE NOT ACTUALLY SMART,HE LIKES TO WRITE HIS OWN STORIES,OST
RICHES ARE VERY STRANGE BIRDS,PLUTO AND CHARON ARE FAR DISTANT,DANCING AND SINGI
NG CELEBRATIONS
1480 RETURN
1490 '*** MAKE EXTREMELY STRANGE NOISES AS REQUIRED ***
1500 FOR S=255 TO 5 STEP -50:OUT &H38,S:NEXT
1510 RETURN

```



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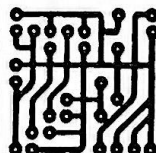
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proper Drive Select (DS) signal is true and when the drive is in the ready state: the drive is powered on, the disk installed, disk rotating at more than 50 percent of the rated speed, and two index pulses (that is, two disk revolutions) have been counted.

John R. Kelty
Lincoln, NE

PANASONIC PROBLEMS

Editor:

Following is information which may be of help to Howard Miller of Roanoke, Va. (April '85, Page 33), and other readers having problems with the Panasonic KX-P1091 with their Sanyo MBC-550 series computer.

When the 1091 first came out, we had several customers with problems like those described by Mr. Miller. We contacted the local distributor who put us in contact with the Panasonic technical experts. Armed with the documentation of the problem, which we supplied, the good folks at Panasonic quickly diagnosed the problem.

Apparently, the timing between the 1091 and the Sanyo caused the problem. They said this problem only occurred with Sanyos. They corrected the problem by replacing the ROM in the printer. With this information, Mr. Miller and other readers

experiencing this problem should get their printer fixed by the Panasonic dealer who sold them their printer.

Jesse C. Bunch
President, A-OK Computers
Silver Spring, MD

MORE PANASONIC PROBLEMS

Editor:

In reference to the Panasonic CT-1300D color monitor/video board compatibility problem (April '85, Page 6), you mentioned in the April issue that you knew of no solution. There is one. An inexpensive external sync adapter which doubles as a cable converter between the Panasonic cable and the IBM output port on the Video RAM Board does the job nicely. I obtained mine from Micro Equipment Corp., 6180-H Atlantic Blvd., Norcross, GA 30071.

It works fine. I have also used this setup with a NEC monitor with no problem at all. It's a much better (and cheaper) solution than buying a new monitor!

Gil Debus
Jonesboro, GA

Editor:

In the April issue of SOFT SECTOR, there is a "Letter to the Editor" in which the gentleman indicated a problem with his Panasonic CT-1300D monitor and his

Sanyo 555 with a Video RAM Board. The problem involved the RAM Board outputting a positive sync signal and the editor's response indicated no knowledge of a solution.

On Page 86 of the same issue, there is an advertisement by Level IV Products, Inc., that offers a "Sync Inverter" that allows the use of the RAM Board with "Panasonic or other negative sync RGB monitor."

This may be the solution to the gentleman's problem. If this is tried, hopefully the results will be shared with other readers. I am anticipating buying the CT-1300D.

Alvin James, Ph.D.
Shreveport, LA

Editor's Note: It just goes to show how much you can learn by reading all of the ads that appear in SOFT SECTOR.

USER SUPPORT

Editor:

I saw a letter recently complaining about the program listings in your magazine. If the writer has a Sanyo and is not a programmer, he is not beginning to tap the Sanyo's power. You are 100 percent right that the programs are more than worth the time to key them in.

Continued on page 70

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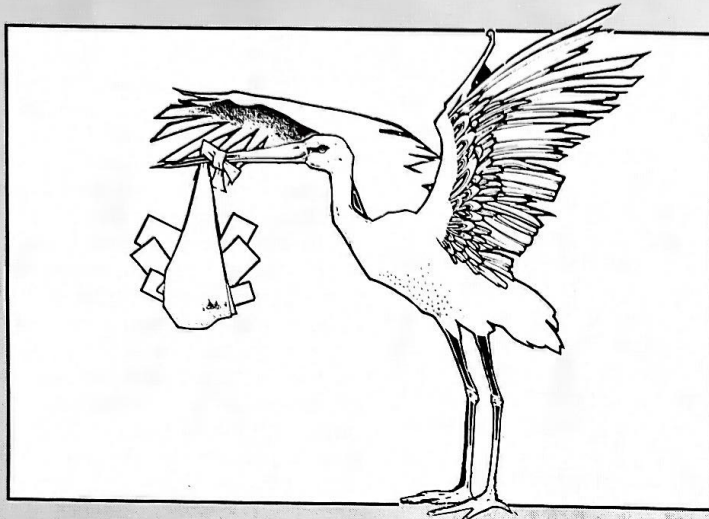
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- **FORMAT:** Unless the program accompanying your submission is less than 10 lines, we must have the program itself on disk. We will print out the listing to our specifications. We simply cannot take the time to key in (and debug our typing errors) material which is longer than that. Editorial copy can also be included on disk, using any of the word processors currently available for the Sanyo 550, 555 or 775. However, please also include a double-spaced hard copy of your editorial material and hard copy of your program listing. Please do not send text in all capitals. Use upper- and lowercase. While it is a big help to us in typesetting for you to send your article saved on disk using the ASCII option, it is not mandatory. But we must have, at the very least, a double-spaced hard copy of the article.

- **WHAT TO WRITE:** Anything with a practical application. If it interests you, it will probably interest a lot of others. However, we vastly prefer articles with accompanying programs which can be entered and run. The more unique the idea, the more appeal. We can prepare finished tables, diagrams and schematics from your rough draft if you provide legible copy and full directions. We have a continuing need for short articles with short listings.

We do pay for submissions, based on a number of criteria. Those wishing remuneration should *so state* when making submissions.

For the benefit of those who wish more detailed information on making submissions, please send an SASE to: Submissions Editor, **SOFT SECTOR**, P.O. Box 385, Prospect, KY 40059. We will send you some more comprehensive guidelines.

Please do not submit programs or articles currently submitted to another publication.



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Continued from page 68

Please keep the listings coming. Fill the magazine with useful programs and programming tips.

Burr Cook
Palmyra, NY

IT'S NO SECRET

Editor:

Sanyo has done it again. They have included another undocumented feature. This time, in the DOS supplied with the new video board — a text screen dump.

While inspecting the interrupt vector addresses for an unrelated reason, I noticed a specific address at INT 5, the IBM PrtSc vector. After some playing at the keyboard, I found that the CTRL-INS key combination (SHIFT-CTRL-DEL) prints the screen. This works in all text modes, including BASIC.

My curiosity was aroused. I have a copy of the Compaq graphics screen dump called GRAPHICS.COM. It installed without any problems and when called with CTRL-INS gave me a partial dump. I don't know why it wouldn't complete the screen, but someday when I have time, I'll investigate (unless, of course, somebody has already found out how to make it work and saves me the trouble).

You're doing a great job. Keep it up.

Larry Forman
Santa Barbara, CA

THE SEEKERS

Editor:

My son and I are still looking for interested people in the Syracuse, N.Y. area willing to start a Sanyo user's group. The dealer who sold me the Sanyo will not help. I wrote to Sanyo in New Jersey, but have yet to hear from them, so I would appreciate some help. [7869 Hawthorn Dr., 13088]

Frank Rosa
Liverpool, NY

Editor:

We have been attempting to organize a Sanyo user's group in the Montreal district. If any of your readers are interested in joining, they may contact me at (514) 695-2505.

Peter E. Avon
Pointe Claire, Quebec

VIDEO BOARD TIP

Editor:

I would like to share with your readers a discovery that I made using *CalcStar* with the new Video RAM Board. I use *CalcStar* to keep a checkbook register. When I installed the Video RAM Board, I did not care for the look of the spreadsheet on the new system. However, by eliminating the CONFIG.SYS and ANSI55.SYS files from my disk containing *CalcStar*, I found that the result was a very pleasing use of the new board's inverse video.

The only problem with the system is that the computer must be rebooted after using the CS disk because the absence of the two system files disables some of the DOS commands, such as CLS.

I would like to thank you and your readers for many of the wonderful suggestions found in your magazine. I was especially pleased with Ira Domskey's patch for removing the NUM LOCK and GRAPH key garbage in *WordStar* (April '85, Page 86). I look forward to other "Helpful Hints," especially those related to the Video RAM Board.

Hardy M. Cook
College Park, MD

THE CART BEFORE THE HORSE

Editor:

The excellent quality and detail presented in your magazine was a major factor in my decision to purchase a Sanyo. You should get a subsidy from Sanyo!

Ray Hyde
Gainesville, VA

Continued on page 92

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The First Great Soft Sector One-Liner Contest

We are pleased to announce these initial five winners of The First Great SOFT SECTOR One-Liner Contest. The authors of these winning entries will receive a copy of the June release of SOFT SECTOR ON DISK.

To briefly restate the rules of the contest, begin the program with the number one and end it in a single line. Anything else goes. Entries will be accepted in either Sanyo BASIC or GW-BASIC. Include a printed listing, a title for the program, and a short explanation of what it does, and send it to The First Great SOFT SECTOR One-Liner Contest, P.O. Box 385, Prospect, KY 40059.

VAN GOGH

Here is my entry to the First Great SOFT SECTOR One-liner Contest. I call it *Van Gogh*. It was written using a Sanyo MBC-775 Portable using BASICA. However, it should work on any machine running Microsoft's GW-BASIC, including the IBM.

This program draws a pattern made up of six sets of nested, similar ellipses in color in a random pattern on the screen, erases the screen and begins a new pattern. When typing the program, do not include any spaces after the colons or around the equal signs, as the line length is very close to the maximum allowed in BASIC.

The program uses all the parameters of the CIRCLE command. The syntax, for those who have not explored it fully is:

CIRCLE (x-pos,y-pos),radius,color,begin_angle, end_angle,aspect_ratio

To make it work best, enter these commands first:

```
SCREEN 1
COLOR 1,1
```

```
1 CLS:FOR J=1 TO 6:K=.5+3*RND:X=-60+380*
RND:W=5+10*RND:Y=-40+280*RND:Z=2+6*RND:R
=20+140*RND:S=3+6*RND:A=.2+2*RND:E=3+3*R
ND:F=-.02-.07*RND:B=3*RND:C=.02-.07*RND:
N=7+15*RND:FOR I=1 TO N:X=X+W:Y=Y+Z:R=R+
S:B=B+C:E=E+F:CIRCLE(X,Y),R,K,B,E,A:NEXT
I,J:GOTO 1
```

Dave Alexander
Wappingers Falls, NY

3-D WRITER

The name of my program is *3-D Writer*. When the user types in a word with a space between each letter, it will

show it in 3-D on the screen. You must put a space in for the best effect.

```
1 CLS:INPUT "TYPE IN A WORD WITH A SPACE
BETWEEN EACH LETTER";W$:FOR A=50 TO 60:
SYMBOL(A,A+5) ,W$,4,4,4:NEXT A:FOR B=1 T
O 7:SYMBOL(A,A+5) ,W$,4,4,B:NEXT B
```

K.C. Stewart
Tolland, CT

NEON SIGN

Here's how my program works. First, it clears the screen, then it prints a string of characters like a neon sign that runs across the screen.

```
10 CLS:A$="Welcome to the First Great SO
FT SECTOR One-Liner Contest. Let your Sa
nyo impress your imagination. ":I$=INKEY
$:WHILE I$="": LOCATE 1,2,0:PRINT LEFT$(
A$,79);:A$=MID$(A$,2)+LEFT$(A$,1):WEND
```

Phetsomphoy Lon
Petaluma, CA

STRIPPER

The following line of code will strip the ever-elusive eighth bit from the lines of *WordStar*. It was written to make use of *WordStar* files in BASIC programs for a BBS and text adventure. All you have to do is enter an input and output filename (not the same) and the program will do the rest. This has been very useful, because even "pure text" non-document files won't load properly.

```
1 CLS:INPUT"Input Filename";F1$:INPUT"Ou
tput Filename";F2$:OPEN"I",1,F1$:OPEN"O"
,2,F2$:WHILE NOT EOF(1):LINE INPUT#1,A$:
B$="":FOR A=1 TO LEN(A$):B$=B$+CHR$(ASC(
MID$(A$,A,1))AND 127):NEXT:PRINT B$:PRIN
T #2,B$:WEND:CLOSE:PRINT "Done!":BEEP
```

Paul Miller
Wirtz, VA

THE GREAT BALLOON RACE

This program draws a balloon and uses GET to capture the picture. It then uses three PUT statements to display a race between the balloons.

```
1 COLOR 4,1:CLS:DIM P(15,20):CIRCLE(320,
160),20:PAINT(320,160),4,4:LINE(300,160)
-(310,180),4:LINE(340,160)-(330,180),4:L
INE(330,180)-(310,190),3,BF:GET(350,193)
-(290,150),P:FOR I=150 TO 20 STEP -1:PU
T(300,I),P:PUT(1.5*I,I/.9),P:PUT(600-I,I
/.8),P:NEXT:CLS
```

John C. Hensen
Weidman, MI

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REVIEWS



Software review

EZWTOTXT — A Little Something For EasyWriter

EZWTOTXT is a rather strange name for a program, but it is really very descriptive. It converts *EasyWriter* files to ASCII files. *EasyWriter* to text. And it does it well.

Why would anyone wish to convert *EasyWriter* files to ASCII? For a number of reasons: to allow use of the

PRINT.COM file on your DOS disk, to use *EasyWriter* files with *WordStar* or another word processor, or to use *EasyWriter* files with a print spooler that will only work with ASCII.

When I first got my Sanyo, I started using *EasyWriter* because it was easier to learn than *WordStar*. I generated a number of *EasyWriter* files and then switched to *WordStar*. *EZWTOTXT* allows the *EasyWriter* files to be put on my *WordStar* disk in ASCII form. I can then call them up as a document type file, edit them, and save them as *WordStar* files.

Suppose you use *EasyWriter* all the time. You can still get a lot of use out of this little utility. The PRINT.COM command allows you to print text while doing other work with your computer. If you need to use this command, just convert your files to ASCII and start printing. There are also a few commercial print spoolers that will not work, or will work very slowly, with word processor files. Putting them in ASCII form first can save a lot of trouble.

Another nice thing about *EZWTOTXT* is that if you have another MS-DOS computer around, all you have to do is set up a CONFIG.SYS file using ANSI.SYS and *EZWTOTXT* will run just fine. This applies to the Sanyo 775 as well as the IBM and all its clones.

If you use *EasyWriter*, or have used it in the past, this is definitely a worth-while utility to own. It isn't a glamorous program — few utilities are — but it is a very useful and a functional piece of software at a reasonable price.

No review would be complete without some comment on documentation. No need to worry about this one — there isn't any at all. The good news is that you don't need any. Just put the disk in, type *EZWTOTXT*, and the rest is *EZ*.

(Sigma Research Associates, 5666 La Jolla Blvd., Suite 107,
La Jolla, CA 92037, 619-459-2743, \$14.95)

— Jim Pile

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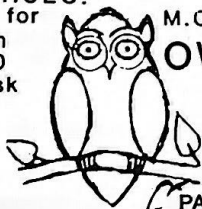
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Sanyo Text Dump — A High Level Screen Dump Utility

I was given a very useful program to review. In fact, it is so useful that it is hard to get along without it. At present, there are probably more than 200 screen dump utilities available for the Sanyo, and there are probably more on the way, but they are graphic screen dumps.

What if all you wanted to dump was text? Up to now, you would have to spend the extra money and get a screen dump that would do graphics and text. You could then use the text part and let the graphic part sit there. Now you can buy the text dump separately, if that is all you need, and it costs less than a graphic screen dump.

There are other advantages to a text only screen dump. One is, that it is not printer dependent. By this, I mean that it should work on any printer — this includes daisy wheel printers — unlike the graphic screen dumps that have to be set up for a particular printer. Another obvious advantage is that it gives you the ability to send to the printer, any text that is on the screen at any time in any program. You can get a snapshot of the screen, as long as it is text.

CORRECTION

There was a line of type omitted from the Helpful Hint on Page 86 of the May issue of *SOFT SECTOR*, which patches *WordStar* so that the DELETE key will delete the character beneath the cursor and the left-delete key will delete the one to the left of the cursor. Following is the complete patch with the correction highlighted.

First, using a backcopy of *WS.COM*, enter *DEBUG WS.COM*. Now we have to find the first patch address. Enter *E49B*. A *OD* should be there. Type *AE* and then a space. Now you should see a *7E*. Type *83* and then hit *RETURN*.

Only two more numbers are left to alter. Enter *E6E6*. A *08* should pop up. Type *13* and then a *RETURN*. Finally, enter *E71C*. You should see a *7F*. Type *07* and hit *RETURN*.

That completes the editing. To make the patch permanent, type a *W* and hit *RETURN*, then a *Q*, and another *RETURN*. Your changes are now saved to disk.

Thanks once again to James J. Allen, of Stevens Point, Mi., for sharing the patch.

I have tried this program on many other pieces of software. I used it in *WordStar*, Sanyo BASIC, Turbo PASCAL, and other programs and languages. The screen dump worked on all of the programs with no problems at all.

If all you need is a text screen dump, and you are not at all interested in a graphic screen dump, then this is a very good program. The *Sanyo Text Dump* from Level IV Products does everything that it was made to do, and does a good job of it. So, if you're out there with a daisy wheel and need a screen dump, or just need a text dump, then you need this.

(Level IV Products, Inc., 28194 Schoolcraft Road, Livonia, MI 48150, 313-525-6200, \$19.95)

— Pat Brestel

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Sanyo Host and Bulletin Board — To Be a SysOp

Setting up a bulletin board system is a little like setting up a business. You set up your products such as your bulletins, programs and wit, put up your sign and your phone number and hope for customers.

As with business, a certain level of skill, knowledge and equipment is required. You will have to get a bulletin board program. Of course you need a computer system and a smart 300/1200 Baud modem. (And don't forget that you will need a telephone.) You will have to get all this working together, and you will need a friend with a similar setup to assist in checking it out.

If you are a first-time bulletin board operator, setting up and running a system will be a learning experience. You will learn some communications, some computer skills and some philosophy. Bulletin board systems are very popular now. Almost every computer store has one — or has had one. They come and they go, and they feed each other with ideas and goods. If you are running a bulletin board system, you might be looking for new and better BBS programs.

So, how do you get started with a bulletin board system of your own? Bulletin board systems are usually cloned from other bulletin board systems. Most of these are in the public domain, and some bulletin board systems will let you have a copy of themselves. As with everything else, you get what you pay for here. The cost of a free program is that you have to reverse engineer it to be able to understand it enough to use it.

When things become popular enough, and practical enough to become potential markets, someone will create a product for that perceived market. And we have here under investigation such a product, a bulletin board system that you can buy.

The *Sanyo Host and Bulletin Board* for the Sanyo MBC-550 series computer is the program and system we are reviewing.

The software comes in a full-size three-ring binder. I like that. No dinky little pages here. It is also cheaper. Within the manual there is a bag with a 16-pin IC connector with two wires coming out. These are to be installed inside the Sanyo to provide a means of getting the carrier and speed signals from the modem, since there are no such signals available via the RS-232 port. The authors are using the game port to detect these signals. This is a workable solution. Installation takes no soldering and can be done quickly. It allows use of a dumb modem. It does take up the game port connector, so if you are using a joystick, you will need to buy an adaptor.

Properly speaking, this program is the host program and a "do-it-yourself" terminal program in BASIC. The BASIC program that is provided is the starting point and is a

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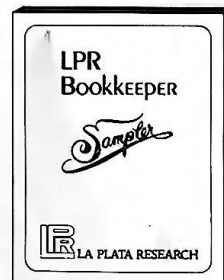
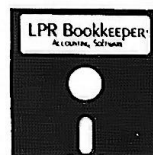
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full, working program, but you are expected to revise it to suit your needs. There are four other program files to do the usual file edits and configuration. The system is loosely tied together with .BAT files. There is also an AUTOEXEC.BAT file so you can boot right into installing the host program and running the BASIC program *Terminal*. This bypasses the date and time sets for MS-DOS and relies on the first caller to set them.

To evaluate this program, I set up a "toy" bulletin board system and invited people to call. The system was a Sanyo MBC-555, using the Hawthorne SANSIO serial board and an early model US Robotics Autodial 212A. The installation of the sensor went without trouble. The drawing provided is clear, except there could be an indication of where Pin 1 starts, since you have to count the pins anyway.

With the sensor installed, the host configuration program was used, and hopefully set up for the USR modem. If you have something other than a Hayes or USR modem, you will have to have your modem manual and set up the control strings for it. There is no mention of the purpose of the illustrated control strings.

Next, the terminal program was edited so I could become the SysOp of record. That should have been enough to try out the program. The USR modem was left in its default, factory configuration. Well, this was the beginning. Finally, with the modem set to ignore DTR and to keep Pin 8 high, the system started working. It answered calls but the callers were getting overrunning characters on their displays. I did not know the answer to that. The system worked fine when hooked directly to a CPM machine and the callers were using similar machines.

I called Ralph Landry at Michigan Software. (The number is on the front of the manual.) Mr. Landry is one of the authors of the program. He was kind enough to call into the test BBS and confirmed the problem. We were able to talk at 300 Baud and this operation showed one of the nice things about this program. The *Host* program can also be used to let you use a remote terminal on your Sanyo. This has to be initiated at the Sanyo. When I hit BREAK we dropped out into BASIC and Mr. Landry found the line that held the default delays between characters and asked me to change it from zero to eight. Then we hung up and he called back at 1200 Baud. That cleared up the garbled screen problem and the BBS was functional.

Some of the message headings, and the bulletin headings supplied as examples for the program, had words misspelled in them. After the English was corrected, people were asked to call.

The callers were asked to comment on the BBS. Message handling was solid. Callers had no trouble using the system and the main questions were about message privacy. Since callers can see the private messages they have written, they wonder if others can also. The way it is set up now is correct — originators can see the message but others cannot. The other main comment was that the BBS could be a little more friendly; for example, when there are no messages, there is no indication that the system even looks, it simply drops into the command mode. The SysOp can fix these things easily by editing the *TERMINAL.BAS* program.

We could not get download to work. There is no discussion of the transfer protocol used. Buried in the description of the host call parameters is the mention of Sanyo Direct Transfer (SDT), and I, who have been dealing

with Sanyos for a long time, have no idea what that is.

From the SysOp point of view, the system could be a lot more friendly. When the system is active with a caller, the Sanyo reflects everything and its keyboard is active too. You could even overwrite the caller's input. *Host* is a single-user system, so when the caller has the computer, you do not. And when you want to use the system you must sign on like any other caller, i.e., remote calls and the Sanyo keyboard are treated exactly the same. The only privilege you have as a SysOp is that you can see and delete messages. Anything else you want to do you have to get out of the system and into BASIC and run utility programs. Oh well, you can rewrite all that anyhow.

The assembly language program, *Host*, provides a good foundation for a BBS. It has 16 functions that can be called from BASIC or any other language that observes the BASIC calling parameter sequence.

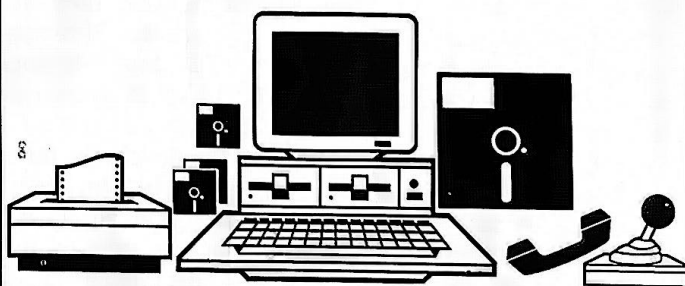
The manual is not satisfactory for a commercial program. Its state, as reviewed, is suitable for hobby documentation, but it does not meet my minimum standards for a commercial program. There is no discussion of modem setups, of the Sanyo Serial IO board. There is no discussion of file transfer protocols or even mention of which terminal programs can call the BBS.

If you know modems and BASIC and communications, this program might form the basis of your own BBS. It has most of the work done.

(Michigan Software, 43345 Grand River, Novi, MI 48050, 313-348-4477, \$179.95)

— Harold L. Reed

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RightWriter — A Program To Help Improve Writing Skills

RightWriter is an automatic proofreader designed to run on the IBM or a compatible. It also runs well on a Sanyo 550 series machine with or without the video board.

RightWriter analyzes *WordStar* and other word processor documents for errors in grammar, usage, punctuation and style.

One of *RightWriter*'s nicer features is that it will pinpoint slang, cliches and wordy phrases. Phrases such as "if I may call your attention to the occurrences of . . ." will bring immediate criticism down on your head.

RightWriter uses the Flesch-Kincaid formula to determine the readability index. The Flesch-Kincaid formula assigns a readability index on a reading grade level. The longer the sentences and words, the higher the reading grade level. Most newspaper writing is at a sixth or seventh grade level. Short stories I have checked are in the range of second to fourth grade level.

You need not be offended at a reading level of third or fourth grade. On the contrary, it is praise. It means you have produced a document using short words and short sentences, and that's good. There's more though; *RightWriter* also assigns strength and descriptive indexes. It will tell you if your writing uses jargon, it will comment on the use of adverbs and adjectives and it is quick to point out the use of passive voice.

What we need now is an example. Let's see what *RightWriter* has to say about a typical memo:

To All Staff Members:

It has come to my attention recently that a number of this firm's employees are expecting a holiday at Christmas. May I call your attention to the fact that Christmas is just another <<* 8. Consider Omitting call your attention to the fact that *>> day. Life goes on on Christmas, and time is money. ^<<* 25. Repeated Word *>>

It has further been mentioned to me that a large number of <<* 1. Replace: a large number of by many *>^ employees have indicated that they will call in sick if the day is not declared a holiday. Any who do so, will certainly not be ^<<* 17. Long Sentence: 29 Words *>> paid and may, in fact, find themselves in the bread lines in the month of January.

^<<* 13. Redundant: the month of *>>

^<<* 17. Long Sentence: 24 Words *>>

^<<* 31. Complex Sentence *>>

God bless you,
E. Scrooge

Summary

Readability Index: 7.41

*R1 — Readers need a seventh grade level of education to understand the writing.

Strength Index: 0.37

*S2 — The writing style is weak.

Descriptive Index: 0.74

*D2 — The use of adjectives and adverbs is within the normal range.

Jargon Index: 0.00

Most sentences begin with pronouns. Try using other sentence start conditions.

Note that the strength index is low. This is due to all the excess wordage in the memo. Adjectives and adverbs are inside normal range. The jargon index is good. It shouldn't be hard to fix the memo. Let's give it a try.

To All Staff Members:

I understand that most employees think we will close for Christmas. We will not close.

There has been talk of feigned illness on Christmas. If you are not here, you will not be paid. In fact, you may be dismissed.

God bless you,
E. Scrooge

Summary

Readability Index: 1.74

*R1 — Readers need a second grade level of education to understand the writing.

Strength Index: 0.91

*S1 — The writing has a strong style.

Descriptive Index: 0.86

*D2 — The use of adjectives and adverbs is within the normal range.

Jargon Index: 0.00

There you are. We have turned a weak memo into a strong one. We have made some very drastic changes of course, but the intent of the memo is intact. Mr. Scrooge doesn't need to hide behind phrases. He's just used to writing that way. He thinks it's the way to write. *RightWriter* has aided in improving his memo.

As pointed out in the documentation, *RightWriter* doesn't change anything. If you want to follow its suggestions, do so. You may also choose to ignore the suggestions. *RightWriter* places the document being analyzed in a separate file. Your original file remains intact.

The documentation is among the best I have seen. It is well written — helped by *RightWriter* no doubt — and is printed well on both sides of the page. I mention that because of the single-sided photocopies shipped by many software publishers.

I recommend *RightWriter* to students, businessmen and technical people interested in turning out the clearest, most concise documents possible. It can be used by writers of fiction as well. It seems to me that fiction is more difficult to fit into the rules, though. Dialogue does not usually fit, not if it is common speech, and people don't speak in standard English.

One word of caution: Don't let it change your writing style — especially if you have been successful with it.

Remember: Use the suggestions when you can and ignore them when you must. A novel written to please *RightWriter* would most likely make boring reading.

(Decisionware, 4030 Gulf of Mexico Drive, Longboat Key, FL 33548, 813-383-9557, \$75)

— Jim Pile

Time Bandit — Action, Strategy And Graphics

This is an addictive frustrating and enjoyable program. I bought my Sanyo for work, and quite frankly, I feel guilty for spending so much time on a game. (Aren't computers supposed to *save* time?) If I didn't have this review to write, I would have no excuse at all.

Time Bandit can be played by one person with the keyboard using the cursor control arrows, or a joystick; the two-person version requires at least one joystick. It is a machine language program (not loaded from BASIC). Your man starts on the main map, and your first job is to find a key and then to find a lock. This allows the player to enter a section of the map that has a large number of time gates.

Entering one of these gates puts the man in a new map and here the difficulty begins. To get back, you must find a series of keys and locks (sometimes you have to look for them — at your peril). Once you get back to the main map, the process starts over. Points are scored for picking up keys, locks and assorted treasures scattered across the maps.

There are bad guys all around. They come in various shapes such as smurfs, your own man, large eyes, etc. When one of them hits your man, you lose one "life." When you run out of lives, the game is over. You can also shoot the bad guys. Pressing the space bar fires a bullet in the direction you last moved (sometimes the bullet ricochets). If you hit a bad guy, a delightful sizzle occurs and a few points are scored. You also get an extra life for every 100 points you score.

I used a joystick to try the two-person version. Each player has his own window, which reduces the size of the viewing area but not the playing areas. Since both players are always on the same map, their men can interact. It is not hard for one player to find the other's man and either shoot him or help him by shooting nearby bad guys. The only problem is that on a monochrome monitor, the two men look too much alike (on a color monitor, they are clearly different).

At first, I thought this game was purely in the hand-eye category. That's probably because I was spending most of the time fending off the monsters. When I got a little better at it, however, I discovered that a lot of thoughtful strategy is required to do well. First, some of the maps are easier to navigate (and less dangerous) than others, and most require a careful strategy to escape. You also have to assess the risks involved in going after a piece of treasure.

The graphics are not particularly flashy or thrilling, but they have what I delight in most — detail. Although, on my monitor, the player's man is about one centimeter tall, he has a nicely proportioned body. When he moves in any direction, he simulates a human walk. If you don't

move for a second or two, he gets impatient — he crosses or waves his arms and taps his foot.

There is also a considerable amount of detail in the design of the various maps. Sometimes when the man gets to the edge of the screen, the map scrolls (most of the maps are quite large), and sometimes the man appears on the other side of the screen. Some of the maps contain barriers that don't appear until you try to walk through them.

I have a few complaints, but they are all minor. The first is that a joystick is required for the two-person version and two joysticks are recommended. The Sanyo is primarily a work-oriented machine. This, of course, doesn't mean that games are inappropriate, but I don't believe that many Sanyo-owners invest in game-oriented hardware. This was confirmed by the three Sanyo dealers in town — perhaps MichTron's experience is different.

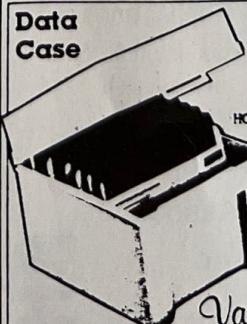
I recommend that in future versions, a different section of the keyboard be available for a second player. Second, there is no way to exit the program — you have to reboot. Sometimes, in the course of a work session with my computer, I will take a break to play a game. I don't like it to be inconvenient to get back to work. (Since the game is so good, it is hard enough as it is.)

Finally, according to the manual, the keys one, three, seven and nine on the numeric keypad are for diagonal movement, but all that happens with them is alternate horizontal and vertical movement. When I called MichTron to ask about these items, they pointed out that all three are due in part to the fact that the program is made to fit in 128K and takes all of that. There is not enough room to leave the operating system resident. Also, it would be rather complicated to get a two-person version solely on the keyboard, since in normal operation, if two keys are pressed simultaneously, neither will register.

The disk, incidentally, is copy-protected. This is not a complaint. I quite understand the need for MichTron to protect their investment, and they will replace a damaged disk. It would be convenient, however, if MichTron would allow room on the disk for the operating system to be transferred to it.

(MichTron, 576 South Telegraph, Pontiac, MI 48053, 313-334-5700, \$39.95)

— Stewart Shapiro



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Query!² — No Question About Filing

Assessing the worth of a database management system is a little like picking out a suit for someone you've never met.

You might, for example, recommend the business-like, grey number only to find that your end-user, as it were, is six inches taller than you expected and has a penchant for colorful, abstract ties. This guy wouldn't think much of your recommendation. So, too, with *Query!²*.

It is an easy-to-use, relatively versatile and inexpensive package which does just what it ought to with any base of data you want to create. Its limitations, in terms of volume, make it an unlikely choice for your basic corporation, but if you're looking to set up a mailing list, or catalog your library or keep track of a small list of customers, *Query!²* could be just what you're looking for.

The program has very little faith in a user's instincts and once loaded, keeps *warning* you and telling you *not* to do something unless . . . The first of these is a strong

suggestion that you read the accompanying manual before you begin.

Query!² consists of eight programs which, as their names might suggest, allow you to *Create, Add, View, Recover, Purge, Sort, Print* and *Search* through a typical set of data.

The manual suggests that we, by way of example, "keep track of our book collection." It proceeds to self-prompts us through a series of instructions to create a format for this base. As with any database management system, that format should be thought out beforehand, for as the manual suggests, "few people ever set up a database or database structure and do not wish, at a later date, that they had designed it differently." This is an extremely helpful tip, since ignorance of this fact could lead to installing a structure that would have to be reentered in its entirety if you chose to change your mind.

While *Query!²* allows you to create up to 255 fields with 255 characters in each field, it sets a limit of 4,095 characters per record. The 4,095 character limit per record might necessitate dividing up a mailing list between such arbitrary classes as Family, Business, or Christmas list. Figure approximately 70 characters per listing, which pretty much limits it to the aforementioned basic fields, and you can presume you'll get 50 or so addresses out of it. This would bring me to the letter 'M' in my address book.

There is a rather disturbing piece of information in the *Create* instructions. It says "Once you have run *Create* you will not need it again . . . you may want to erase *Create* from your disk after you have used it, so as to free up as much room as possible for your database."

I picture the "anxious-to-get-rolling" beginner reading this, merrily complying, and then, two weeks later, discovering he can't insert his mailing list into a base that reads "Author, Title, Date of Publication and Subject Matter."

Be wary of this instruction. It's possible that I'm misunderstanding what it means, but if that's true, you might do the same thing. In any case, at least for now, my *Create* program is resting comfortably with its *Add, View, Recover, Purge, Sort, Printer* and *Search* buddies.

I, personally, have not reached the program's limitations. I suspect that were I to attempt a complete classification of my 10-year collection of *Rolling Stone*, *MicroPro's InfoStar* program might accommodate it a bit better.

It would also require a great deal more thought and effort to create the *InfoStar* structure, whereas within 45 minutes to an hour of booting up *Query!²*, I could be through June and July, 1975.

Partial credit to *Query!²*'s documentation for that. It is clear, orderly, concise and always willing to help.

The 25-page pamphlet does not tell you whether it will suit your needs. Only *you* can determine that.

If you're unsure (and you won't be lonely), check with your doctor . . . uhhh, your computer representative and ask.

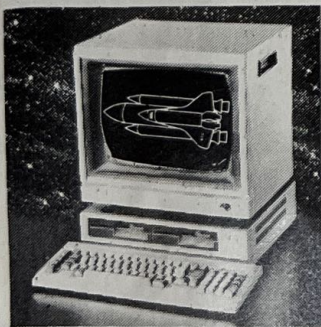
(Hoyle & Hoyle Software, 716 S. Elam Ave., Greensboro, NC 27403, 919-378-1050, \$29.95)

— Skip Maloney

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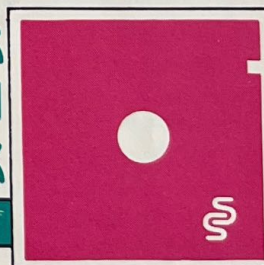
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If you strike out every time you try to use a complex database manager, this program offers some simple training before you move up to the major leagues.



FIRSTBASE

Manager

Wrestling with a database program is often more trouble than it's worth for the beginning user. The varying degrees of installation, form generation, data entry and actual inquiries send one reeling to the supply store for a big box of notecards and a pencil. Whether you are cataloging a stamp collection or filing last month's bills, getting a database to run well the first time is a true test of patience.

Some databases, like *DataStar*, use a form-generating section which sets up information areas and the attributes of those areas. Others use a standard form which can be changed using a report generator. Still others incorporate all kinds of mathematical ability and quasi-spreadsheet power. *dBASE*, the king of the database managers for the moment, is so powerful some consider it a language. Whatever the complexity and intensity, getting to first base in this game takes some nerve, patience and a ready hand on the reset button for quick vengeance.

Last week, you rejoiced at mastering MS-DOS commands and getting *WordStar* finally installed on your printer. Set aside an hour or two now, and find further enlightenment with this easy database program you can use immediately and enlarge with a little more BASIC.

(George Smart has been programming for the past nine years and is currently the vice-president of TDS Computers in Carrboro, N.C. He may be contacted at P.O. Box 2821, Chapel Hill, NC 27515-2821.)

Database managers can cost several hundred dollars. If it takes you an hour to type it in, an hour to correct your errors, and half an hour to set up some sample files, you are saving a bundle and can now consider yourself a highly-paid programmer!

In The Dugout

FirstBase allows you to set up files containing information related to a particular subject. For example, let's say you want to keep track of computer stores in your town. Information on each store is kept together and called a record. Each piece of data (such as the name of the store, address, etc.) is called a field or category. Thus, if we keep track of the name, address, and phone number for 40 computer stores, we have a file of 40 records, each containing three fields, for a total of 120 pieces of data.

Once our data is placed into the file, we get to the stuff databases are known for:

- Adding a record
- Finding a record (based on the contents of a specific field)
- Indexing all entries for a specific field
- Listing some or all the records in the file
- Deleting a record
- Changing a field within a record
- Saving the file to the disk

FirstBase also keeps track of available memory, the filename (if any) you are using, and the number of records in the file.



A Database For Beginners

By George M. Smart

At Bat

When *FirstBase* initializes, it prompts you for the date and the file you want to access. If you want to get an existing file, type in the name of the file and hit RETURN and your file will be read from the disk. If you want to set up a new file, just press RETURN. You will then be prompted for the number of fields (categories) you want per record. This can be from one to 10. Next, you have to decide if you want the default field names (see the program for a listing) or not. If not, you must enter the name of each field.

A Hit Over Third

You will now see the main menu. From here you can work with your file in a variety of ways. Let's review how to use each one:

QUIT — End of story, game over, you're out.

ADD — *FirstBase* will prompt for an entry in each field. When you have completed a record, it will prompt for the first field in the next record. If you wish to exit at this point and not enter any further records, just press RETURN. This returns you to the main menu. *FirstBase* automatically sorts your records by the entry in the first field and keeps your file in order for the duration of the ADD process.

FIND — *FirstBase* will prompt you for the field you want to search and the item you want to search for. To see a listing of the field names, enter a '0' and RETURN. To

exit from this point, type a "-1" and return. If the item appears more than once, all records corresponding to your search will be shown. If nothing is found, you will be told you have reached the end of the file. Further, *FirstBase* searches for any field starting with the item you are looking for; a query of "chai" will produce all three records in a file consisting of "chairman," "chairperson," and "chaise lounge."

INDEX — Asks you for the field you want to index. A listing of all the information contained on that field will then be shown.

LIST — Lists records with all fields shown. You are asked for a response to the prompt "Start, End, Pause." Enter the number of the record to start the list at, then the number of the record you want to end at, then a '1' if you want a pause between each record or a '0' if not. If you don't know the number of the record to end at, look at the top right corner of the screen for the length of your file. If that does not help, enter a '0' for the ending number, and *FirstBase* will search from the specified beginning point to the end of the file.

DELETE — *FirstBase* asks you for a record number to delete. If you are not sure, do a listing of the records first to ascertain the number of the record to be deleted.

CHANGE — Prompts you for a record number and a field number. *FirstBase* will then ask for the new entry and make the change for you.

SAVE FILE — Saves your file to a disk based on the name you supply.

In general, when you see the prompt [R], *FirstBase* is waiting for you to push the RETURN key. This allows you time to take in information before moving on to other work.

Modifying The Playing Field

By playing around with this program, you can greatly increase its power. I suggest putting in choices which allow you to send information to the printer rather than to the screen, or sorting by other fields than the first, or expanding the maximum number of records to fit expanded memory. If you have any questions, drop me a line at the address below. I would be interested to see your enhanced versions of *FirstBase*.

The Players

Here is a list of the variables used. This will be very helpful to you in debugging and in further enhancing the program.

Variable	Type	Function
C	Numeric	Specified field
CHECK\$	Character	Checks record
CHK1\$	Character	Checks low record
CHK2\$	Character	Checks high record
D	Numeric	Middle record
D\$	Character	Date
F\$	Character	Filename
H	Numeric	High record

I,J,W	Numeric	Loop counters
INK	Numeric	Menu command
L	Numeric	Low record
L1	Numeric	Starting record in list
L2	Numeric	Ending record in list
L3	Numeric	Pause flag for list
L\$	Character array	Main storage
NF	Numeric	Maximum number of fields
NR	Numeric	Maximum number of records
P	Numeric	Length of file
R\$	Character array	Names of fields
SC	Numeric	Scouting value for FIND
T\$	Character	Titles of sections
X\$	Character	Y/N response
X\$	Character array	Temporary record storage

Locker Room Wrap Up

Be aware that this is not a very powerful program. Although you will be able to accomplish many of the features found on other database managers, *FirstBase* is not something you want to commit your business records to. Files over about 60 records will slow the program down, so don't plan to put great amounts of data in a file. *FirstBase* was designed for the first-time user who knows a little bit of BASIC and wants to understand how databases work. From here you can expand the features as much as you like.

For a copy of *FirstBase* on disk, send \$5 for each disk plus \$2.50 shipping to Weaver St. Software, P.O. Box 608, Carrboro, NC 27510-1735 (also available, of course, on the June edition of *SOFT SECTOR ON DISK*).

The listing: FIRSTBAS.BAS

```
10 REM *****
20 REM *
30 REM * FIRSTBASE: an easy database
40 REM *
50 REM * by George M. Smart, Jr.
60 REM * PO Box 2821
70 REM * Chapel Hill, NC 27515-2821
80 REM * 919-929-4593
90 REM *
100 REM * Permission granted for personal use only
120 REM * Records are sorted by first field
130 REM *
140 REM *****
150 NR=100:NF=10:DIM L$(NR*NF),X$(NF),R$(NF)
160 ON ERROR GOTO 370
170 REM ***** READ FILE OR SETUP NEW FILE *****
180 T$="***** System Setup *****":GOSUB 1920
190 F$="":PRINT "Current date is: "DATE$
200 INPUT "Enter new date :";D$: IF D$="" THEN D$=DATE$
210 PRINT:INPUT "Enter filename or RETURN : ";F$
220 IF F$="" THEN 290
230 OPEN "I",#1,F$:INPUT#1,P,NF
240 PRINT "Reading file, please wait . . ."
250 FOR I=1 TO NF:INPUT#1,R$(I):NEXT I
260 FOR I=1 TO P*NF:INPUT#1,L$(I):NEXT I:GOTO 370
290 PRINT:P=0:INPUT "How many fields? ";NF:IF NF<1 OR NF>10 THEN 290
300 INPUT "Use default field names (y/n): ";X$
310 IF X$="n" OR X$="N" THEN 330
```


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YOU CAN SPEND MORE !!! WHY WOULD YOU ???

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Your PC can be more than a simple terminal, it can be a **powerful communications system** - with the proper software. **Don't be misled! Compare features of the various communications products BEFORE YOU BUY.** Buying overpriced software is no wise business decision. Don't you really want the best product - even if it costs less? The Computer Toolbox is pleased to offer you INTELLICOM - **Compare features and then decide!**

EASE OF USE

For those with limited telecommunications experience our documentation includes a **Beginner's Primer**. This primer clearly and simply explains basic terms and can serve as the total manual needed for using INTELLICOM. **We even include a complete sample logon session for Compuserve that demonstrates how to use that service.** For the advanced communicator there is complete documentation on all emulations and protocols used. Actually, **Help Screens** are available anywhere within the program by pressing a single key and the manual is almost unnecessary. **COMPARE!**

REAL TERMINAL EMULATION

INTELLICOM offers you real terminal emulation. Not just dumb TTY. Select from a menu of terminals that include **Digital VT100 and VT52, ADDS Viewpoint and 25, ADM3 and ADM5, Televideo 910 and 925,** and of course a simple TTY. By the way, **our VT100 emulation is extensive and has been tested on the VAX editor EDT** and several other mainframe editors - and it works fine. A real **"break key"** is implemented on all emulations. We even allow you to look like the **Compuserve Executive Terminal**. Your PC can look like any of the above with INTELLICOM and operate with your business or university computer.

Which terminal(s) does our competition emulate?

FILE TRANSFER CAPABILITIES

Of course INTELLICOM offers the ability to **send and receive files** - all kinds of files. You may send and receive simple ASCII files with XON/XOFF support (the most common for text) but you may also use the most popular **error checking protocol, Xmodem**. We support **both checksum and CRC methods in Xmodem**. This method of file transfer will allow you to transmit any type of eight bit data including an EXE file. You may purchase the source code for host support on several mainframe computers of this most popular error checking protocol for only \$10.00. We also support the **Compuserve A** protocol for error checking for use on that system. For those who may require it, we also include Hex file transfer capabilities and PTR/PTP support.

Why be tied to some proprietary, uncommon protocol?

MSDOS WINDOW

INTELLICOM offers you our **Window Feature** - a truly powerful function of the program. While logged onto your

favorite data base service or work computer you can select this feature and instantly have access to MSDOS where **you can run another program while INTELLICOM waits patiently in the background.** One of the most practical applications would be to run your word processor to create a document and then, by a single keystroke, return to INTELLICOM and send it - all without ever having to log off your system.

What does the competition offer?

SPEED

INTELLICOM will operate at speeds up to **4800 baud on the Sanyo 550/555, 9600 on IBM PCs or look-a-likes and 19200 on the DEC Rainbow.** Just because you are using a 300 or 1200 baud modem now, **INTELLICOM will not become outdated** as inexpensive 2400 baud modems become available. You can do direct wire transfers between computers at really fast rates and not be tied to your modem's limitations. **Compare Speed!**

USEFUL FEATURES

INTELLICOM even allows you to **define ten keys to be any string of character (up to 80 char long each).** Your ID number, password or any often sent string can easily be defined for each application you have. Of course you can **toggle your printer on and off with a single keystroke.** Yes, the **Hayes modem is supported as is the Anchor Mark XII.** Yes, **telephone directories** are supported (23 entries/directory and no limit to the number of directories on disk) and the program will continue to redial until the connection is made or you tell it to stop (persistence feature). Yes, INTELLICOM will work with any modem - if it is not an Anchor or Hayes all you will lose is the ability to have the computer dial the phone. **INTELLICOM will even recognize Michtron's DSDOS (2.11 version)** or standard MSDOS 2.11 and work properly with each. Of course the program is **menu driven** but we also allow you to use single keystrokes for the most popular features - no need to memorize cryptic commands.

Reasonable update policy - previous purchasers may update to the most current version by returning their original disk and a check for \$15.00 Compare again!

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The Computer Toolbox is dedicated to dealer and end user support. **Our TOLL FREE number is available not only for orders but also for technical assistance.** If you have a question or problem call us. We pride ourselves on our after-sale support and would be happy to provide you with copies of complete testimonial letters. We are second to none in standing behind our products!

INTELLICOM is available for the Sanyo 550/55 and 775, IBM PC and JR, DEC Rainbow and VT180, and IBM PC compatibles. System requirements are 128K RAM, one disk drive and MSDOS 2.0 or higher.

IN THE FINAL ANALYSIS IT REALLY DOES COST LESS TO GO WITH THE BEST! ! !

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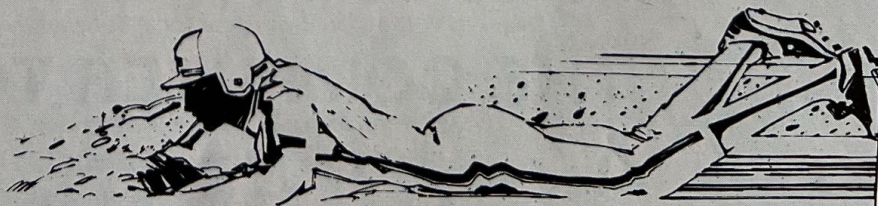
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```

320 GOSUB 1950:GOTO 370
330 FOR I=1 TO NF
340 PRINT "Name of field" I " :";:INPUT R$(I)
350 IF R$(I)="" THEN 340
360 NEXT I
370 REM ***** MAIN MENU *****
380 T$="***** MAIN MENU *****":GOSUB 1920
390 IF ERR=0 THEN 430
400 IF ERR<>53 THEN 430
410 PRINT:PRINT "File not found. Be sure of your filename":PRINT
415 GOSUB 2140
420 GOTO 180
430 PRINT "1] Quit"
440 PRINT "2] Add"
450 PRINT "3] Find"
460 PRINT "4] Index"
470 PRINT "5] List"
480 PRINT "6] Delete"
490 PRINT "7] Change"
500 PRINT "8] Save File":PRINT
510 PRINT"Command . . .";
520 INK=VAL(INKEY$)
530 ON INK GOTO 550,590,1020,1540,1660,1270,1360,1800
540 GOTO 520
550 REM ***** QUIT *****
560 PRINT:PRINT"Quit? (Y/N): ";
570 X$=INKEY$:IF X$="" THEN 570
580 IF X$="Y" OR X$="y" THEN END:ELSE 370
590 REM ***** ADD *****
600 T$="***** ADD *****":GOSUB 1920
610 PRINT R$(1)":"::INPUT X$(1)
620 IF X$(1)="" THEN 370
630 FOR I=2 TO NF
640 PRINT R$(I)":"::INPUT X$(I)
650 IF X$(I)="d" THEN X$(I)=L$(I)
660 NEXT I
670 REM * INSERT INTO ORDERED LIST *
680 L=1:P=P+1:H=P-1:IF P=1 THEN 940
690 CHK1$=L$((L-1)*NF)+1)
700 CHK2$=L$((H-1)*NF)+1)
710 IF X$(1)<=CHK1$ THEN 900
720 IF X$(1)>=CHK2$ THEN 970
730 IF H-L=1 THEN 790
740 D=INT((H-L)/2)
750 CHECK$=L$(((L+D-1)*NF)+1)
760 IF X$(1)<=CHECK$ THEN 780
770 L=L+D:GOTO 730
780 H=H-D:GOTO 730
790 REM -- insert between L & H
800 PRINT "Inserting . . .";
810 FOR J=P TO L+2 STEP -1
820 FOR I=J*NF TO (J-1)*NF+1 STEP -1
830 L$(I)=L$(I-NF)
840 NEXT I:NEXT J
850 FOR I=1 TO NF
860 L$(L*NF+I)=X$(I)
870 NEXT I
880 PRINT "at RECORD #"L+1
890 GOSUB 2140:GOTO 590

```




```

900 REM -- insert in pos 1 (L-1)
910 FOR I=P*NF TO NF+1 STEP -1
920 L$(I)=L$(I-NF)
930 NEXT I
940 FOR I=1 TO NF
950 L$(I)=X$(I)
960 NEXT I:PRINT "Inserted at RECORD # 1":GOSUB 2140:GOTO 590
970 REM -- insert in pos H+1
980 PRINT "Inserted at RECORD #"H+1
990 FOR I=1 TO NF
1000 L$((P-1)*NF+I)=X$(I)
1010 NEXT I:GOSUB 2140:GOTO 590
1020 REM ***** FIND *****
1030 T$="***** FIND *****":GOSUB 1920
1040 INPUT "Which field? (0=list,-1=exit):";C
1050 IF C=-1 THEN 370
1060 IF C<0 OR C>NF THEN 1040:ELSE IF C=0 THEN 1070:ELSE 1080
1070 GOSUB 2100:GOTO 1040
1080 INPUT "      Item :";ITEM$
1090 PRINT
1100 REM ** sequential search
1110 LN=LEN(ITEM$):SC=0:GOTO 1150
1140 SC=SC+NF:IF SC>=(P*NF) THEN 1250
1150 CHECK$=MID$(L$(SC+C),1,LN)
1160 IF ITEM$=CHECK$ THEN 1170:ELSE 1140
1170 PRINT "      Record # ";(SC+NF)/NF
1180 PRINT
1190 FOR J=SC+1 TO SC+NF
1200 PRINT R$(J-SC) TAB(16);L$(J)
1210 NEXT J
1220 PRINT:GOSUB 2140
1230 GOTO 1140
1240 PRINT
1250 PRINT "[ ] End of file [ ]"
1260 GOSUB 2140:GOTO 370
1270 REM ***** DELETE *****
1280 T$="***** DELETE *****":GOSUB 1920
1290 INPUT "Record #: ";X
1300 IF X=0 THEN 370
1310 IF X>P THEN 1290
1320 FOR I=((X-1)*NF)+1 TO (P-1)*NF
1330 L$(I)=L$(I+NF)

```

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```

1340 NEXT I
1350 P=P-1:GOTO 370
1360 REM ***** CHANGE
1370 T$="***** CHANGE *****":GOSUB 1920
1380 INPUT "Record #: ";X
1390 IF X=0 THEN 370
1400 IF X>P THEN 1380
1410 PRINT
1420 FOR I=((X-1)*NF)+1 TO X*NF
1430 PRINT L$(I)
1440 NEXT I:PRINT
1450 INPUT "Which Field? (0=list,-1=exit):";C
1460 IF C=-1 THEN 370
1470 IF C<0 OR C>NF THEN 1450:ELSE IF C=0 THEN 1480:ELSE 1500
1480 GOSUB 2100
1490 GOTO 1450
1500 INPUT "          New Line: ";X$
1510 IF X$="" THEN 1500
1520 L$(((X-1)*NF)+C)=X$
1530 GOTO 370
1540 REM ***** INDEX *****
1550 T$="***** INDEX *****":GOSUB 1920
1560 INPUT "Which Field? (0=list,-1=exit):";C
1570 IF C=-1 THEN 370
1580 IF C<0 OR C>NF THEN 1560:ELSE IF C=0 THEN 1590:ELSE 1600
1590 GOSUB 2100:GOTO 1560
1600 PRINT:FOR I=1 TO P
1610 PRINT L$(((I-1)*NF)+C)
1620 IF INT(I/18)=I/18 THEN GOSUB 2140
1630 NEXT I
1640 GOSUB 2140
1650 GOTO 370
1660 REM ***** LIST *****
1670 T$="***** LIST *****":GOSUB 1920
1680 INPUT "Start, End, Pause";L1,L2,L3
1690 IF L1<1 OR L2>P THEN 1680
1700 IF L2=0 THEN L2=P
1710 FOR I=L1 TO L2
1720 PRINT:PRINT"      Record #   "I:PRINT
1730 FOR J=1 TO NF
1740 PRINT R$(J) TAB(15);L$(((I-1)*NF)+J)
1750 NEXT J
1760 IF L3=1 THEN GOSUB 2140:ELSE PRINT
1770 IF I=L2 AND L3=0 THEN GOSUB 2140
1780 NEXT I
1790 GOTO 370
1800 REM ***** SAVE *****
1810 T$="*** SAVE FILE ***":GOSUB 1920
1820 PRINT:INPUT "Filename? ";F$:IF F$="" THEN 370
1830 OPEN "O",#1,F$
1840 WRITE#1,P,NF
1850 FOR I=1 TO NF
1860 WRITE#1,R$(I)
1870 NEXT I
1880 FOR I=1 TO P*NF
1890 WRITE#1,L$(I)
1900 NEXT I
1910 CLOSE#1:GOTO 370
1920 REM ** header

```




```

1930 CLS:PRINT T$ TAB(28);FRE(0)"bytes free" TAB(50);"File:"F$ TAB(66);"# Record
s:"P
1940 GOSUB 2180:RETURN
1950 REM ** default fieldnames
1960 FOR I=1 TO NF
1970 READ R$(I)
1980 NEXT I
1990 DATA "      Category"
2000 DATA "      Name"
2010 DATA "      Address"
2020 DATA "      Address"
2030 DATA "      Phone"
2040 DATA "Reference 1"
2050 DATA "Reference 2"
2060 DATA "Reference 3"
2070 DATA "Reference 4"
2080 DATA "Date Entered"
2090 RETURN
2100 REM -- list fields
2110 PRINT:FOR I=1 TO NF
2120 PRINT I TAB(4);R$(I)
2130 NEXT I:PRINT:RETURN
2140 REM -- wait, gosub
2150 PRINT:PRINT"[R]"
2160 IF INKEY$="" THEN 2160
2170 PRINT:RETURN
2180 REM -- line
2190 FOR W=1 TO 80:PRINT "-";:NEXT W:PRINT:RETURN

```



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SOFT TALK

IT'S HERE! For those of you who are avid fans of "BASIC Training" and have long been awaiting the arrival of Fred Blechman's book, the wait is over. The *Sanyo MBC 550/555 Beginner & Intermediate Guide* is now available through Fred Blechman or through CBS Computer Books by Holt, Rinehart & Winston, ISBN #0-03-000187-0.

This guide is complete for beginners and experienced users and gives practical applications for business and home use. It features 13 programs and is illustrated with drawings and photos, listings and screen diagrams. The programs are explained line-by-line to help teach the most common BASIC commands and statements.

Also available is a programs/utilities disk which may be ordered with the book or separately. This is a non-system disk which is formatted on one side only, eight sectors per track (160K), and is readable by any standard DOS. The programs are not protected and may be LISTed and COPYed. You may transfer these programs to a system disk for your convenience.

The *Sanyo MBC 550/555 Beginner & Intermediate Guide* is currently available for \$17.45. The diskette is available for \$20 if ordered with the book and \$25 if ordered separately. If ordered directly from Blechman Enterprises, the book will be autographed by the author. Both may be obtained through Blechman Enterprises, 7217 Bernadine Ave., Canoga Park, CA 91307; (818) 346-7024.

SEEKEASY is an information filing and retrieval program. It allows storage and retrieval of information without having to worry about specific formats, word-order, capitalization, incomplete item specification, different spelling and the like.

SeekEasy performs most efficiently with files it has created, but will search any file you wish such as *dBASE*, *WordStar*, *Perfect Filer*, etc. It will do its "flexible match" evaluation of the file and display what it found that best matches your request. This feature allows you to add *SeekEasy* to your existing database programs.

SeekEasy is currently available for \$87 from Correlation Systems, 81 Rockinghorse Road, Rancho Palos Verdes, CA 90274; (213) 833-3462.

BUILD YOUR VOCABULARY with *Word Wiggle*, a game which requires you to use your brain to unscramble letters to form as many words as you can in the time allotted.

This scrambled letter game helps to build word skills for both children and adults. Players score points in the letter squares by following adjacent letters to form words. There are 11 skill levels which help you to develop your vocabulary and agility until you can challenge the full 40,000 word dictionary.

Word Wiggle is currently available for \$29.95 from The Software Tool-

works, 15233 Ventura Blvd., Suite 1118, Sherman Oaks, CA 91403; (213) 986-4885.

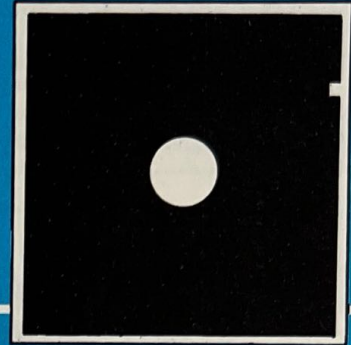
* * *

SPEED SCREEN is a driver program for users of MS-DOS 2.11 which will make the 2.11 display operate faster than MS-DOS 1.25. This is done by using only 16K (the green portion) of the Sanyo screen, which is 48K. It deletes the need for the other 32K and allows characters to be moved around on the screen a lot faster. Programs which use color are now displayed in green only. This will also stop the annoying habit that some programs have of leaving your screen printing in white when you exit them.

Speed Screen is currently available for \$24.95 from Michigan Software, 43345 Grand River, Novi, MI 48050; (313) 348-4477.

* * *

CHECKMATE! MichTron, Inc. has recently announced the release of *Check Mate*, a computer chess game for the Sanyo 550 series. The program features user-selectable play difficulty from the novice level through the expert and allows the user to control the computer's response time. You are actually able to see the computer "thinking" as each



possible move is displayed during the computer's move selection process.

Check Mate is currently available for \$39.95 from MichTron, Inc., 576 S. Telegraph, Pontiac, MI 48053; (313) 334-5700.

* * *

ASCII PRINTER is a RAM-resident program which can be implemented at any time with the CONTROL-SHIFT-PF6 keys without disturbing the program that is running. This program will transfer all ASCII characters on the screen to the printer. It allows the operator to control the area to be printed and includes a form feed feature to advance the printer paper by use of the CONTROL-SHIFT-PGUP keys.

ASCII Printer is currently available for \$20 from J & M Software, 400 Sawyer Road, Lansing, MI 48910.

* * *

WORD PERFECT is an assembly language word processing program which is designed for professionals. This program is composed of a series of 12 lessons which take you step-by-step through most of its features.

Word Perfect (version 4.0) is simple to learn and operate and is well-supported and documented. It contains a variety of features such as auto-formatting, boldfacing, underlining and centering on screen, left/right justification, built-in mathematics, foreign

language support, a phonetic dictionary and more. It requires 192K and two disk drives.

Word Perfect is currently available for \$495 from SSI Software, 323 North State Street, Orem, UT 84057; (800) 321-4566.

* * *

DOOM-QUEST, an Adventure game from Migraph Software combines text and colorful high resolution graphics to create a believable and dangerous world. Take the *Doom-Quest* challenge and assist the Wizard MAgorth in the recovery of the soul-gems. Throughout your adventure, you will come face-to-face with menacing monsters, traverse mysterious mazes and be confronted with ancient puzzles.

Doom-Quest consists of 60 different locations and an extensive vocabulary which keeps the game fast-moving and exciting. The graphics may be turned off to speed the game and you may save and restore your game at any time.

Doom-Quest is currently available for \$44.95 from Migraph Software, 33125 15th Avenue South (B-121), Federal Way, WA 98003; (206) 839-6811.

* * *

FLEXIBILITY is what you get with *DataFlex*, a new database program from DataAccess Corporation. This program is composed of a menu system,

relational database, command language, a forms processing system, online multi-key ISAM, data processing procedures and an application generator.

DataFlex allows you to maintain up to nine indexes for each file plus one "ad hoc" index which you can create at run time. The program can locate records in a database randomly or sequentially, by a full or partial key, or through relationships with other database files.

DataFlex is currently available for \$995 from DataAccess Corporation, 8525 S.W. 129 Terrace, Miami, FL 33156; (305) 238-0012.

* * *

MYCALC is a spreadsheet program which provides capabilities of a two-dimensional "what if?" calculator program, including formulas, labels, variable column width, logical operations, references across multiple spreadsheets, sort and print to line printer or disk file.

Display formats include scientific, financial and bar graph. The program also includes 23 online help screens to keep you going and it comes with a variety of templates.

MyCalc is currently available for \$59.95 from The Software Toolworks, 15233 Ventura Blvd., Suite 1118, Sherman Oaks, CA 91403; (818) 986-4885.

* * *

Please list my Sanyo 550 Bulletin Board System in SOFT SECTOR (your mag is great). I am looking for more Sanyo users and would even like to have a Sanyo club or Special Interest Group set up on it if the interest is there. I am not new to SysOping. For the past three years I have been running my BBS (Apollo) on a TRS-80 Model I, 24 hours a day at 300/1200 Baud. During that time the system *never* went down or offline. However, I outgrew the Model I and switched to a Sanyo 550, 256K RAM, with

The BBS is free and open to the public, but membership status passwords are

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